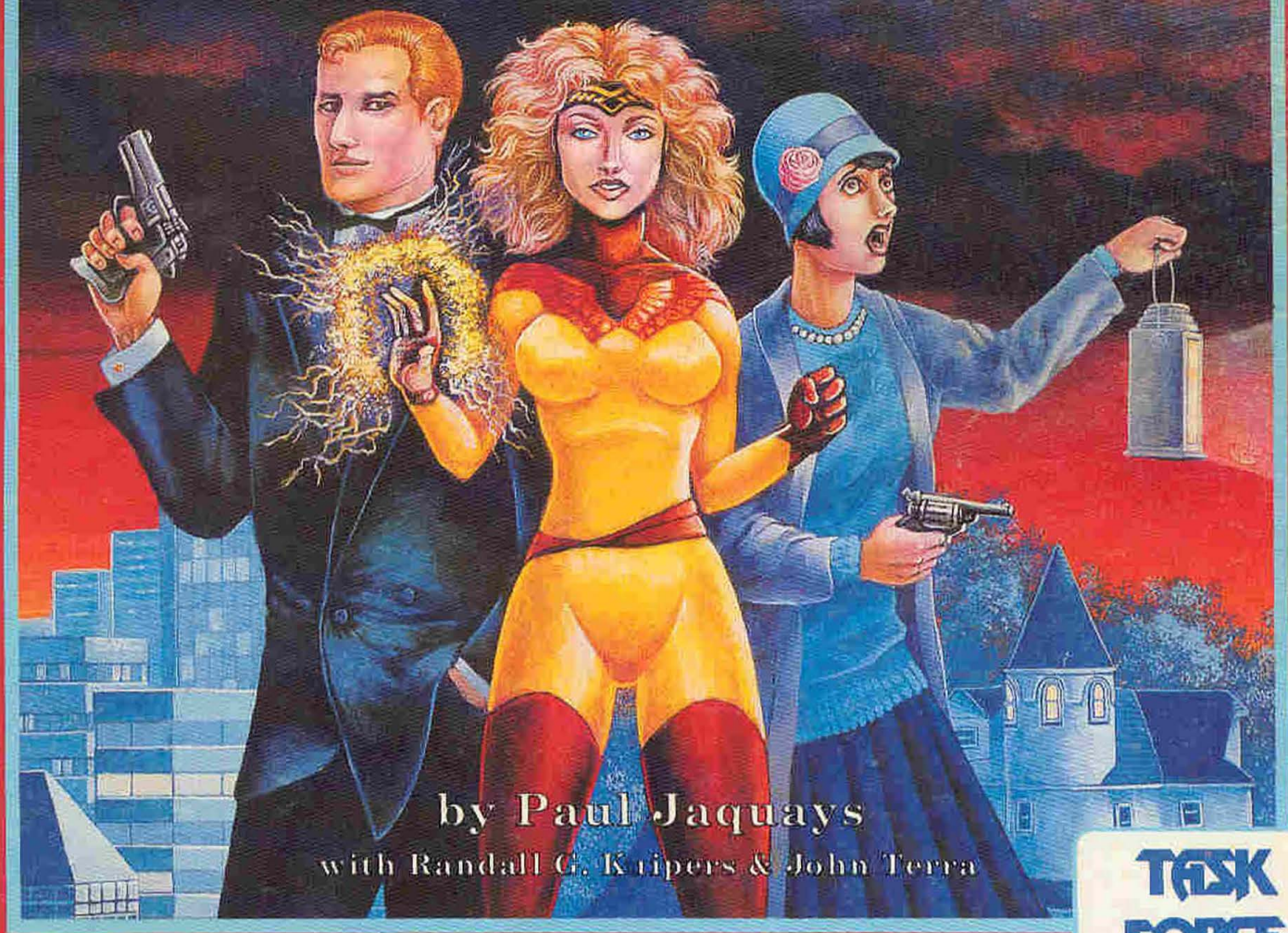
CENTRAL CASTING™

Character Creation System
for 20th Century Roleplay Games

HEROES NOW!



by Paul Jaquays
with Randall G. Kripers & John Terra

Unflatten your cardboard characters!

Breathe life into your heroes of the modern age. Give depth, motivation and a sense of personal history to every player character and NPC in your campaign! NOT for Game Masters only!

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CENTRAL CASTING:™

HEROES NOW!

Character Creation System
for 20th Century Roleplay Games

A detailed, stand-alone system for creating intensely individualized, involved and invigorating backgrounds, personalities, motivations, and skills for both player characters and nonplayer characters alike—complete with roleplay hints, gameplay benefits, and guidelines for fitting skills into any roleplay rules system.

by Paul Jaquays

with Randall G. Kuipers & John Terra

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JAQUAYS DESIGN STUDIO
More than just a good idea (or two)

Acknowledgements

This book is for my parents William K. and Janet Jaquays, in recognition of their supreme tolerance in raising a child who they let follow after his own dreams.

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Introduction

With this book, the trilogy of character creation books that began with *Central Casting™: Heroes of Legend*, comes to completion. Each book has dealt with a major theme from roleplaying. That first book, begun in 1978 and published in 1988, covered the most popular game genre, fantasy. The second, *Heroes for Tomorrow* encompassed the broad variety of science fiction games that have been ... and are yet to come.

With *Heroes NOW!* (or *CC3* as we call it), we're covering an even broader range of games—those that take place in the 20th century. We've had to adjust the *CC3* tables to cover a world populated by heroes from greatly different game genres. Herein you will be able to create truly memorable (and possibly exotic) pasts for stealth spies and super-powered types; for hard-bitten private eyes and wild-eyed supernatural investigators; and of course, for unshaven two-fisted archeologists and trigger-happy gangsters.

With all this material, we've had to bring in help to get it done. As in the past, Paul Jaquays has produced the book. Randy Kuipers (whose well-used copies of the first two *Central Casting* books were autographed by the author—but to someone else) reworked old tables and added new ones (and illustrated things too!). John Terra (who actually *plays* 20th century RPGs) gave us some new genre event tables.

Other contributors include illustrators Tom Dow, Zachary Jaquays, Diana Harlan Stein (twice-nominated for a fan artist Hugo), and L. A. Williams.

Heartfelt appreciation goes out to the individuals and companies who provided the much-needed reference material for this book: Bill Connors, Randy Cox, Robert Leake, John Olsen, Mike Pondsmith, Kevin Siembida, Greg Stafford, and Richard Tucholka; and to F.A.S.A., Game Designers Workshop, Mayfair Games, Palladium Books, R. Talsorian Games, Steve Jackson Games, Task Force Games, Tri Tac Systems, TSR Inc., and West End Games.

As we said, this book completes the original trilogy. Will Central Casting go on from here? Good question. At this point, we don't know—though a revised second edition to the first book is under consideration. Let us know what you want in the way of game background development aids. Write and tell us you really want more!

"Political Correctness" Warning

It was decided well in advance that this book would definitely *not* be "politically correct." In fact, its contents tend toward the socially, politically, morally, ethically, and religiously conservative side. To tell the truth, the authors and editors think our heritage of western culture, heterosexuality, traditional families, Judeo-Christian values, Jesus Christ and God are all pretty neat. While we won't force them on you, we do recommend them to everybody—your life can only better for it. As such, this book contains expressions of the authors' personal value structures that could be quite unpopular with those who assign equal value to all cultures, religions, lifestyles, sexual, or moral choices.

As to those who may feel that adventure gaming is an incorrect forum in which to express editorial views on these matters, just look at the burgeoning presence of opposing views and decomposing values aired in television, movies, books, "art," public schools, the news and indeed, adventure gaming itself. It's difficult to buck the trends, but someone has to balance the scales. Consider this book to be one of the "Op-Ed" pages in gaming.

So if your sensibilities will be offended by exposure to values other than those of the "pop" philosphies of the moment, you had best return this book to the shelf now. We'd sure like you to buy it, but not at the cost of compromising our own beliefs.

Paul Jaquays
May 26, 1991

How to Use this Book

Let's do it! Grab your favorite bag of dice, and we'll start creating super-exciting dynamic characters that look, feel, and act like they just walked out of the pages of a *comic book, horror novel or spy adventure.*

Before Starting

Make sure you have the following items: a variety of dice (d4, d6, d8, d10, d20–if you don't know what these are see *Dice Explanations* on page 5), a sharpened pencil, several photocopies of the character worksheet, and a couple bookmarks (trust me, you will need these at first). Permission is granted to photocopy the worksheet on page 112 for personal use only.

Getting Started

Creating character histories is fun, but it takes time. Plan on spending as much as a half-hour per character. However, there are short-cuts you can take. For a quick NPC (or player character) history, go to *NPCs: Creating Special Characters* on page 11. If you just want to get going, jump ahead to *Adventure in the 20th Century* and start rolling dice. On the other hand, if you want to know what to do when you get there ... read on.

Those Funny Numbers

You've probably noticed that every table starts with a three-digit number like 101 or 745. There are reasons for this.

Initially, you use these tables in sequence. After *Table 101: Character Origins* you go to *102*, then to *103* and so on. When you complete *Table 312: Alignment & Attitude*, you're done (mostly).

However (you ask), if *312* is the last table, why do tables *413* through *965* exist? Good question!

The rest of the tables are like data banks in a computer or reference books in a library. Although the table numbers have nothing to do with the Dewey Decimal System, they do divide the tables into nine general categories. You will be jumping around from table to table, grabbing a bit of data here, a piece of information there until you are done creating the history.

100's- Character's Heritage and Birth
200's- Significant Events of Life & Education
300's- Personality Development
400's- Occupations & Hobbies
500's- Miscellaneous Event Tables
600's- Personality Traits (good, bad, and weird)
700's- Various People/Being types
800's- Miscellaneous Other Stuff
900's- GM's ONLY (players not allowed) – we're serious about this. Players and GMs don't read this unless you are told to by the book. Don't spoil it for your later characters.

Rules & Terms 'n Stuff

Central Casting™: Heroes NOW! is a generic roleplaying aid for use with all game systems. Even though game rules are as varied as humanity, like humanity, they all share basic precepts. The *Central Casting* system builds upon these likenesses to provide solid game-play benefits for characters whose histories it creates. A basic set of mechanics for generic attributes and relative skill systems follows. In some cases these are guidelines, in others, minimal rule systems are set forth to accommodate special skills that may not be duplicated by each and every game system.

These "rules" are here to help you adapt the *Central Casting* histories to your favorite game system, not to replace those rules. In all cases, the Game Master (GM) who moderates the game campaign is the last word on his game world, not this book! The author strongly suggests that your GM be allowed to read this book before creating histories for characters in her world and that if possible, the GM be allowed to be a part of creating that history. Keep in mind, however, that this is now *your* book; if you wish to change anything, go ahead!

Generic Pronouns: For the most part, Central Casting uses the pronouns "he," "him," and "his" in the generic sense to refer to characters, GMs and players of both sexes. Sometimes we use "she," "her," and "hers" in the same sense. For the most part, gender references are interchangeable. Make appropriate gender substitutions as necessary when creating your characters.

Character History Worksheet

Go to page 112. See the form there? Good! Make a bunch of copies of it (Go on, the publisher's already said it's OK. Trust us!). Notice how lots of lines have those funny numbers we talked about earlier next to them. Well, the information you need to fill in the blanks next to each number comes from a table in this book with a matching number. In fact, if you want, you can ignore all these VERY IMPORTANT (but time-consuming nonetheless) instructions and just go to the tables indicated by the numbers there and follow those directions. What do you mean where's the NAME Table? Umm... we think maybe you should just keep reading the rules, OK? We won't tell anybody. We promise.

Central Casting Skill System

To be all things to all roleplaying games, the *Central Casting* game aids use an 11-level Ranking system for all skills and abilities that a character may learn, including combat (weapon use), magic use and occupational skills. The Rank system is designed to work with game systems in a relative manner. Based on the 1 to 10 value range for known skills, a character with a Rank 1 skill at something would be a beginner, novice or apprentice, while a character with a Rank 10 ability would be a master whose skills have reached the mortal limits available to those of his racial heritage. The Rank system is easily extended beyond 10 to accommodate those characters whose skills become mythical, approaching those of legendary heroes or demigods.

The *Central Casting* Ranks are:

❑ **Rank 0. None.** The character has no knowledge of, talent for, or skills at the indicated occupation or skill.

❑ **Rank 1. A Raw Beginner.** The character knows just enough to perform a skill, or be dangerous with it.

❑ **Rank 2. An Apprentice.** The character has learned most of the basics, but has yet to become competent.

❑ **Rank 3. Average.** Most folk who practice this skill never go much beyond this level of mastery.

❑ **Rank 4. Fairly Competent.** The character is better than average and shows talent, but nothing extraordinary.

❑ **Rank 5. Good!** The character may be a journeyman at this skill. There's real talent here that needs further developing.

❑ **Rank 6. Very Good!!** The character is good enough to have some razzle dazzle at the skill, but is not yet a master. But then, only a master of the skill would know that.

❑ **Rank 7. A Master.** Many will seek the character for service and instruction.

❑ **Rank 8. A Renowned Master.** Folk from distant corners of the world know of the character's skill.

❑ **Rank 9. A Grand Master.** There are few, if any with greater skill. The character's skill is known throughout the world (or even the galaxy!). Such talented people are quite rare.

❑ **Rank 10. Legendary Skill.** Though still within mortal bounds, tales of the character's prowess will live on long after she is gone. Hardly ever encountered.

❑ **Rank 11+. Mythical Skill.** The character has ability far beyond the mortal norms. Some kind of alien, superscience or supernatural influence must be present for the character to obtain this level of skill.

General Attributes

It is fair to say that no two game rules systems are exactly identical, especially when it comes to a character's attributes, the building blocks which form the character's physical and mental existence and define many of the character's basic skills, his life energy, psionic ability and so on. Nevertheless, most, if not all, systems build their characters up from similar types of attributes.

Central Casting assumes that most characters will have basic attributes similar to or based on the ones described below. During the course of generating a history, some of these attributes may be modified by events in the character's life. Record any modifications to the character's attributes in the spaces provided in the lower right-hand corner of the history worksheet.

❑ **Strength.** Sometimes called Physical Strength, this is a measure of the character's ability to lift, move, wear or use things. Low Strength indicates a weakling, while high Strength is found in muscle-bound heroes.

❑ **Intelligence.** Also called IQ. This is braininess, the ability to think logically, solve problems, and deal with complicated concepts. Low Intelligence indicates deficient mental ability. High Intelligence is genius level.

❑ **Luck.** Called Power by some, it can also be an indicator of the character's Sanity. It is a measure of the character's innate ability to ride out the influences of the random events in the universe.

❑ **Willpower.** This is a measure of a character's ability to resist psionic (mental) attacks, overcome personal temptations, or urge his body on to feats above and beyond their normal capabilities. It is also his strength for psionic attacks against others.

❑ **Dexterity.** Sometimes referred to as Agility or even Physical Prowess and includes Manual Dexterity. It is a measure of a character's nimbleness, the ease with which he moves. Low Dexterity means a slow, clumsy character, while high Dexterity can mean a hand that is truly quicker than the eye.

❑ **Constitution.** This is the measure of a character's health,

his physical well being. A character with a high Constitution can generally be expected to endure physical hardships with ease, and be more resistant to disease and injury.

❑ **Charisma.** Used here in the sense of personal magnetism or leadership ability, this is not Appearance. A character with low Charisma would have problems attracting followers.

❑ **Appearance.** This is also called Physical Beauty or Comeliness, but is often called Charisma. It is essentially a character's looks, what others see. A low Appearance is unattractive, while a character with very high Appearance would literally stun members of both sexes. If a game system does not normally have an Appearance attribute, the Charisma attribute does double duty and represents both.

❑ **Age.** This is the character's physical age. When a character is born, he is age 0 (zero). Most events that happen to a character occur at a specific age. Usually, these characteristics are calculated forward from birth. When creating beginning player characters, *Central Casting* assumes they begin adventuring just as they reach adulthood. The chart at the bottom of the page shows the life stages for a typical human character.

Childhood. Childhood covers the years prior to adolescence. During this period, a character is rarely able to match an adult in anything. A character at this age will only have (1d6x Age)% of his Strength, Constitution, and Intelligence attributes.

Adolescence. During this period, the character transcends from childhood into adulthood. A character at this age will only have (1 d6x 10)+30% of his Strength, and Constitution attributes.

Adulthood. This is quite often as much a social consideration as it is a physical one. The character is assumed to be a full and responsible member of society. All the character's attributes are at their peak.

Mature, Elderly, and Ancient. At some point in a character's life, his body begins to slowly deteriorate under the burden of age. His reflexes slow, his strength wanes and his mind wanders. Those attributes that decline with advancing age and the stage of life in which attribute decline begins, is listed below. When a character reaches an age in which decline could begin (see chart below), roll a d8 for each affected attribute. If the result is an 8, reduce the attribute by 1 point (See *Bonuses* on page 8 for how this affects characters with maximum attribute ranges higher than 18). Roll once each year thereafter.

Dexterity decline begins at Mature
Strength decline begins at Mature
Appearance decline beings at Elderly
Constitution decline begins at Elderly
Intelligence decline begins at Ancient

Race	Adolescent	Adult	Mature	Elderly	Ancient
Human	13-18	19-39	40-60	61-80	81+

Dice Explanations

You need dice to use *Central Casting*. Raiding a couple board games for a handful of six-sided dice will not do. *Central Casting* assumes you have polyhedron dice, that is: four, six, eight, 10, 12, and 20-sided dice. At least one of each type is needed, but it would be best to have either two 10-sided or two 20-sided dice in different colors. In all likelihood, the place where you bought this book will also have the dice.

Throughout *Central Casting*, abbreviations are consistently used to refer to the different die types. The letter "d" preceding a number indicates a die. The number following the "d" is the number of sides on the die and usually indicates the the highest number that can be rolled on that die. The number preceding the "d" indicates the number of dice of that kind to be rolled. Still other dice are created by combining or modifying other die rolls (see specific die types below).

Examples: If a d6 is called for, roll a single six-sided die. For 2d4, roll two, four-sided dice and add the results together. If a die type is shown with a plus (+) sign and a second number after the die type, such as "1d4+3," then the number after the plus sign is added to the die roll. If a minus sign follows the die type, then any following number is subtracted from the die roll as in "2d10-1." *Central Casting* uses the following real and simulated dice:

❑ **d2 or "Hi/Lo."** Technically, this is not a die. When indicated, it means that a six-sided die should be rolled. If the result is 1, 2, or 3, the roll is low (Lo) or 1. If the result is 4, 5 or 6, the roll is high (Hi) or 2.

❑ **d3.** Not a true die. The result of a d3 is obtained by rolling a six-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3.

❑ **d4.** A four-sided die: generates a number from 1 to 4.

❑ **d5.** Not a true die. The result of a d5 is obtained by rolling a 10-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3. A result of 7 or 8 means 4 and a result of 9 or 10 means 5.

❑ **d6.** A six-sided die (probably the most familiar type): generates a number from 1 to 6.

❑ **d8.** An eight-sided die: generates a number from 1 to 8.

❑ **d10.** A 10-sided die: generates a number from 1 to 10. However, it is often marked 0, 1, 2, 3, 4, 5, 6, 7, 8, 9. When used as a d10, the zero means 10. A 20-sided die easily simulates a d10 if it is marked from 0-9 twice (and not 1-20).

❑ **d12.** A 12-sided die. It generates a number from 1 to 12.

❑ **d20.** A 20-sided die: generates a number from 1 to 20. However, many d20s are marked 0 to 9 like a d10, but repeated twice. In this case, you need to indicate which set of 0 to 9 represents 1 to 10 and which set represents 11 to 20 (color each set of numbers with differently colored pens or crayons). Or use a d10 and a d6 to simulate the result of a d20. Roll the d10 for a number from 1 to 10, and the d6 to obtain a "Hi/Lo" value. If the d6 is Lo, the d10 value is 1 to 10. If the d6 is Hi, add 10 to the d10 roll to get a number from 11 to 20.

❑ **d100.** A 100-sided die: generates a number from 1 to 00 (100). A true 100-sided die is commercially available. However, a d100 is easily simulated with two d10s (which must be different colors). One of 0 will represent a 10's digit (multiply the die result by 10) and the other the one's digit (1 through 10). After specifying which die represents the 10's digit, roll the dice. Add the results. Example: results of 40 (4 x 10) and 6 added together become a result of 46.

❑ **Percentiles.** Often, *Central Casting* will state that there is a percentage chance that some circumstance will occur, such as "There is a 15% chance the character will be left-handed." To obtain a percentile result, roll a d100. If the result is less than or equal to the given percentage chance, the circumstance occurs. If the result is greater than the chance, the circumstance does not occur.

Applying the Guidelines

OK, now you know what is meant by having a Rank 1 skill with a rifle and approximately what characteristic is implied when the text mentions Physical Strength. Although it's easy for me to say "a character with a Rank 10 ability would be a master of legendary skill who has reached the mortal limits available to those of his racial heritage," what does it mean? How do you apply this to your game? What are some quick, fast rules to convert skill Ranks to *your* game system?

Central Casting™ admittedly favors skill-based game systems (as opposed to character-level-based systems). Where the rules already deal with multiple character skills, it is easier to add to or modify those skills. Where such skills do not exist, the player and his GM may want to superimpose them on the game system.

Converting Ranks

Game systems, despite their differences in content, tend to fall into general classifications as far as their actual game mechanics are concerned. The guidelines that follow suggest methods for converting skill Ranks gained from a *Central Casting*™ background into skill levels, percentages, bonuses or modifiers for a number of popular, and not-so-popular gaming systems.

The classifications are based on the way that the games approach the usage of character skills. Look for your favorite rules system in the examples following each general classification. Note that many publishers have begun using the same game system with many or all of their games. Cheers to companies like Chaosium (*Basic Roleplaying*), Hero Games (*Hero System*™), Steve Jackson Games (*GURPS® game system*), Palladium Books® (*Palladium Books® Megaverse®*) and Game Designers Workshop (*Twilight 2000*™ rules). Can't find a recently published title here? Look for the publisher's game system!

Special notes are given for a few systems to improve the conversion, but don't expect these guides to create an absolutely perfect fit for each and every game system. You, or your GM might want to use these guidelines as a starting place, then tweak them even further to get a tailored fit.

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Skill levels (0 to 10+ Range)

Games: *Twilight 2000*™ game system (includes *Cadillacs & Dinosaurs* and *Dark Conspiracy*™ games), *Cyberpunk* game, the *Catalyst*™ roleplaying aids, *Shadowrun*™ game.

Typical Features: These games generally assume a skill range of 01-10, where a "0" ranking means no skill at all.

Making the Conversion: The *Central Casting* skill Rank equals the character's skill level.

Shadowrun™ game notes: Any skills are acquired at a minimum skill Rank of 2 and a maximum skill Rank of 6.

Skill levels (0 to 20+) Range)

Games: *GURPS®* game, *Time Lords*™ game, Iron Crown Enterprises' *Rolemaster®* game systems, *Bureau 13 - Stalking the Night Fantastic*.

Typical Features: These games often assume a skill range of 01-20, where a "0" ranking means no skill at all. The player usually has to roll equal to or under the skill number on either a d20 or 3d6 for a skill use to succeed.

Making the Conversion: Multiply the *Central Casting* skill Rank by 2. Then roll a d6 to decide the final skill level. If the result is 5-6, subtract 1 from the resulting skill level.

Big Conversion Table

Central Casting Rank		MSH Rank	MSH Rank #	CAR DM	TFOS AD&D DM	TWPS Bonus	TORG Add	MSPE[3] point/cost	TP/S.I. Level	Hero System
1	Beginner	Feeble	2	0	basic[1]	+1	+1	1 / 1 IQ pt	0	Base
2	Apprentice	Poor	4	0	basic[1]	+1	+1	1 / 1 IQ pt	1st	+1
3	Average	Typical	6	+1	+1	+2	+2	2 / 3 IQ pts.	2nd	+2
4	Fairly Comp.	Good	10	+1	+1	+2	+2	2 / 3 IQ pts.	3rd	+3
5	Good!	Good	15	+2	+2	+3	+3	3 / 7 IQ pts.	3rd	+4
6	Very Good!	Excellent	20	+2	+2	+3	+3	3 / 7 IQ pts.	4th	+5
7	Master	Remarkable	30	+3	+3	+4	+3	4 / 15 IQ pts.	4th	+6
8	Renowned Mstr.	Incredible	40	+3	+4	+4	+4[2]	–	5th	+7
9	Grand Mstr.	Amazing	50	+4	+5	+5	+5[2]	–	5th	+8
10	Legendary	Monstrous	75	+5	+6	+6	+6[2]	–	5th	+9
11+	Mythical	Unearthly	100	+5	+6	+6	+6[2]	–	5th	+10

1 **AD&D® and Teenagers from Outer Space game notes:** *Central Casting* skill Ranks 1-2 correspond to the basic level of proficiency or Knack usage (no additional bonuses!).

2 **TORG™ game notes:** the game only authorizes the addition of a maximum of 3 points to any skill.

3 **Mercenaries, Spies & Private Eyes™ game notes.** In this game, characters may allocate "IQ" points to acquire skills. The numbers below indicate the cost to acquire a 1 point skill at the given Central Casting Rank values. Skills costs beyond Rank 7 are reserved for powerful NPCs.

***GURPS*® game notes:** Double the *Central Casting*™ skill Rank and add 3 to obtain a corresponding skill level for this game. See section on Skill Buying below.

***Rolemaster*® game notes:** Subtract 1 from the *Central Casting* skill Rank. Multiply the remainder by 3. Add 1d3 to the result. Use the Skill Rank Bonus charts in the individual game systems to calculate the normal skill bonus.

***Stalking the Night Fantastic* game notes:** add 1d4 to all skill Ranks.

Skill Levels (0 to 50+)

Games: *DC Heroes*™ role-playing game.

Typical Features: These games often assume a skill range of 0 to some high number.

Making the Conversion: Multiply the *Central Casting* skill Rank by Rank/3. Round up to nearest whole number. Examples: Rank 1 = 1 x (1/3) = 0.33. Round down to 0 (a minimum level in the skill). Rank 3 = 3 x 3/3 = 3.

Percentage Skills

Games: *Palladium Books® Megaverse®* RPGs (includes the *Teenage Mutant Ninja Turtles® and Other Strangeness, Ninjas & Superspies*™, *Heroes Unlimited*™, and *Rifts*™ games), *Chaosium* RPGs (includes *Call of Cthulhu, Cthulhu Now and Superworld*™), *Gangbusters*™ (3rd edition), *Chill*® (2nd edition), *Nightlife*, *Twilight 2000*™, 1st ed.

Typical Features: These games generally assume a skill range of 01-100. The player usually has to roll equal to or under the skill on a d100. Typically, the skill rating for beginning skills is quite low.

Making the Conversion: If a *Central Casting* skill duplicates a skill in the game's rules, use the base chance for the skill in the rules, then multiply the *Central Casting* skill Rank by 5 and add the result to the base as a one-time bonus. If the skill is not covered by the rules, then multiply the *Central Casting* skill Rank by 10 to obtain the starting value for the skill. Thereafter, skill increases are as defined by the game.

For Experienced NPCs: Add one to the *Central Casting* skill rank value, then multiply the total by 10 to get the NPC's skill rating.

***Gangbusters* game notes:** For a beginning character, no skill or ability will be higher than Rank 1. For experienced player characters or NPCs, use the conversions notes above.

***Chill* game notes:** *Central Casting* skill ranks convert to *Chill* skill levels as follows: Ranks 1-3 equal a "Student" (S) level. Ranks 4-6 equal a "Teacher" (T) level. Ranks 7+ equal a "Master" (M) level. Be sure to read the Skill-buying section in these rules.

***Nightlife* game notes:** for a beginning character's skill abilities, add skill Rank to a 1d10 roll.

Dice/Skill Modifier Bonuses

Games: *Advanced Dungeons & Dragons®* game (and other game systems using the *AD&D®* game rules), *TWERPS* ™ game, *Car Wars®* game, *TORG*™ game, *Mercenaries, Spies & Private Eyes*™, *Teenagers from Outer Space*™, *Hero System*™ role playing system (including *Champions®*, *Champions, the Super Roleplaying Game*™ and *Fantasy Hero*™.

Typical Features: These games use a relatively small value to modify the outcome of a dice roll skill check during play or to be added as a one-time bonus to a skill.

Making the Conversion: Use the Big Conversion Table to obtain the bonus modifiers for dice rolls or as adds to skills. Cross reference the *Central Casting* (Cent. Cast.) skill Rank with the column for the appropriate game system (CAR = *Car Wars*, AD&D = *Advanced Dungeons & Dragons*, TWPS = *TWERPS*, MSPE = *Mercenaries, Spies & Private Eyes*), TFOS™ = *Teenagers from Outer Space*).

Games that Fit their own Mold

These games don't really fit the standard formats.

Ghostbusters™ game

In this game (including *Ghostbusters International*™), most characters possess but four Talents (a.k.a. CC "Skills"), one for each of their Traits. There are no skill ranks of any kind.

Making the Conversion: When your character history is complete, select one skill that would be an appropriate Talent for each of the character's four Traits. Discard the rest. Total up all the character's skill Ranks (even for those unused skills) and use that total or 20 (which ever is higher), as the character's Brownie Points.

For Experienced or Powerful NPCs: Add any skill Ranks to the character's corresponding Trait value.

Marvel SuperHeroes™ game

Super powers are Ranked by descriptive adjectives, from "Feeble" to "Unearthly." Skills gained from *Central Casting* are considered "Talents" in this game and are not Ranked. Unusual abilities or powers gained from this book are similar to super abilities and are Ranked. Since a typical *Central Casting* ability cannot be rated higher than Rank 6, the corresponding *MSH*™ rank will be no more than Excellent.

Making the Conversion: See the Big Conversion Table to obtain the comparison of *Central Casting*™ Ranks to *Marvel Super Heroes*™ game ranks.

For Experienced or Powerful NPCs: Double the *Central Casting* Rank before converting to *MSH* Rank.

Top Secret/S.I.™ game

Skills are ranked on a level system from 0 to 5, where 0 indicates a basic familiarity with the skill and 5 the highest level of mastery. See the Big Conversion table for details.

Games without skill systems

Games: *Villains and Vigilantes*.

Typical Features: These are often older games that focused on combat and made no provision for non-combat skill usage.

Making the Conversion: Use the skill system provided in this *Central Casting* book (Optional: convert the skill system from another favorite RPG to work with this game).

Generic Skill Use Rules

Skill Rules: When a character wants to use a skill, the player must decide what he wishes to accomplish, then use the following steps to determine success at the skill:

1. Have the GM assign a difficulty rating to the task between two (automatic success) and 50 (nearly impossible for even a Rank 10 skill master). Remember, the statistical average for a single d6 roll is 3.5.
2. For each skill Rank the character has, he may roll 1d6 (up to a maximum of 20d6 for characters with god-like skills).
3. If the value of a character's attributes (such as a high Dexterity or a poor Strength) seems likely to affect the outcome, dice may be added to or subtracted from the character's skill dice (GM's decision stands here). Add an extra d6 for high attributes, subtract a d6 for poor ones.
4. If the character's totalled die results exceed the task's difficulty rating, he succeeds with the skill. If it is under the difficulty rating, he blows it (fails).

Special circumstances may modify this system. When performing a skill under extreme duress (high stress or danger to life and limb), the GM may, at his discretion, remove one or more of the character's lowest individual die results from the total. However, he

must announce this BEFORE the player makes any die rolls.

Special Success: If the character rolls all 6's on a task he would have any chance of success at, he succeeds regardless of any other modifiers that might reduce the number of dice. If the result would normally exceed the difficulty rating, the character not only succeeds, but the results of the success are beyond his wildest expectations (GM interpretation is very important here!).

Fumbles: This is a "blow-it-badly" result. There are two ways to set this up.

Method A: Mark a big red **X** on the "1" side of one die used to roll the skill check. If this die face comes up during the roll, *and* the character's die results are less than the difficulty rating, the character "fumbles."

Method B: If the character rolls all 1's, regardless of the difficulty rating, the character fumbles. You may wish to use both methods. A fumble means that not only has the character failed in what he tried to accomplish, but that the end result is the worst thing he could imagine happening.

Improving skills during game play: To improve a skill, the character must perform difficult tasks, ones which allow the character a chance to fail. Each time a character uses a skill on a task with a difficulty rating that is at least equal to the skill's Rank x 3, make a "hash-mark" next to it. After each adventure, the character may either attempt to improve the skill or wait to accumulate additional hash marks on a future adventure.

To improve the skill, roll 2d6. If the result is less than or equal to the number of hash marks minus the character's Rank with the skill, the skill improves by one Rank. A roll of 12 is always a failure. After rolling, remove all hash marks from the skill. Regardless of success or failure, the character must start over again collecting new hash marks for successful uses.

Bonuses

Skill Bonuses/Penalties: These are expressed as a number of Ranks to increase or decrease an existing skill. For beginning characters, the GM should not allow any skill to exceed Rank 6 before starting play. NPC skills may go higher as needed to fulfill their intended purpose in the game.

Attribute Bonuses/Penalties: Throughout *Central Casting*™, characters are rewarded (or penalized) with changes to their existing physical attributes (such as Strength, Constitution, etc.). The player is told to add to or subtract points from an attribute. Record these changes in the section provided for them in the lower right corner of the worksheet.

Although these modifications are given as a fixed value (such as 1 point or 1d3 points), the actual value of the modification depends on the highest score possible for the character's attributes when *creating* the character (Example: 3d6 yields a maximum value of 18). If the maximum possible attribute score is higher than 29, the player must multiply the modification points by a conversion factor to find the actual number of points added to or subtracted from the attribute (see the conversion chart on page 8 for the factors and attribute ranges).

The GM should review and approve all changes brought about by attribute increases or decreases. He may not want a demigod or a hopeless wimp running around in his campaign.

Bonus Point Conversion Table

Maximum Possible Attribute Score	Conversion Factor
01-29	x 1
30-49	x 2
50-69	x 3
70-89	x 4
90-100+	x 5

Survival Skills

If you were dumped naked in the midst of a forest or in a back alley of an unfamiliar city, could you survive? Most people have the skills necessary to exist by their wits in their own familiar environment, assuming no outside support. Survival Skills are similar to occupations: they encompass a number of skills, rather just one. Survival skills are the means to provide the character with basic necessities: food, water, clothing and shelter. A Rank 1 Survival Skill indicates the character is barely able to survive in a familiar, "safe," environment. At Rank 3, the character can get by in a familiar place. A Rank of 5 would indicate an ability to get by even in a strange locale, while Rank 10 would indicate that the character can survive and even thrive in a truly exotic or alien setting.

Central Casting recognizes three distinct environments: Wilderness, Rural and Urban. A character's Cultural Background and Social Status will determine the quality of his skills and the environment for which those skills are best suited. A space for all three settings has been provided for Survival in the SKILLS section on the character history worksheet.

Wilderness Survival skills let the character survive in the great outdoors. The character can find food, shelter and water in the wilds, avoid natural predators, even live through dangerous weather conditions and environments.

Rural Survival deals with a cross between wilderness and Urba found around small villages, farms and frontier outposts.

Urban Survival skills let the character may make his way in cities. The character knows common customs, where to buy or find food, where to find shelter, how to avoid becoming a victim of sentient predators, even how to find work.

Literacy

Literacy is a character's ability to read and write his native language. A space has been provided for the character's Literacy skill in the SKILLS section on the worksheet. A character's Tech Level, Culture and Social Status will affect the quality of Literacy skills.

A literate character's initial Literacy Rank will be equal to 1d4 plus his *SolMod* (see *Table 103: Social Status*) and will never have an initial Rank of less than 1 nor more than 7.

Starting Money

Central Casting Heroes NOW! uses the generic American term "dollars" to represent a unit of money. In most places, money is the thing one needs to get by. New player characters are often assigned a certain amount of money to purchase supplies. This is called "Starting Money." Some entries in *Central Casting* will modify a character's Starting Money, usually multiplying it by a percentage. Keep a running tally of these money modifications in the space provided for Starting Money Modifier in the box in the lower right hand corner of the character history worksheet.

Central Casting™ & "Skill Buying"

In those game systems (such as the *GURPS®, Hero System*™, and *Mercenaries, Spies & Privage Eyes*™ games) where the creation of "balanced" characters is based on spending a fixed number of points to acquire a character's attributes and skills, try the following:

One. Select the character's attributes as normal, spending no more than 50% of the character's purchase points on them and reserving the rest for character development.

Two. Roll up a *Central Casting* background, making special note of any modifications to the character's attributes, or "flaws" that may give the character additional purchase points.

Three. Compare the details of the character history against the game system's costs for skills, social standing, physical and character benefits or flaws. Add and subtract points from the remaining purchase points as indicated by the costs of the abilities or flaws gained from the *Central Casting* history.

Four. If the character's expenditure of points exceeds his allowable purchase points, trim back the skill ranks of some skills to lower, less costly levels.

Five. If the character ends up with additional points to spend (due to character flaws or unspent points), purchase skills that are in keeping with the general flavor of the character's background. Choose skills that logically complement any existing skills.

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Creating a Character History

Although you can create a character just for fun, you may want to actually have a character in your game to write about. Follow these steps below

First Steps to Character Creation

One: Attributes. Generate the attributes for your character, using the game system of your choice (for games where points must "spent" in order to acquire attributes and skills, see *Central Casting & "Skill Buying"*).

Two: Starting Notes. On a copy of the worksheet in the back of this book, record the character's name, attributes, sex and anything else you or your game master have already decided about the character.

Three: Game Genre. Read the *Adventure in the 20th Century* material on pages 17-18 and pick one genre that most closely applies to your game system. Several table entries will send you to genre-specific game encounters, so its best you know where to go. The information here helps you better customize the history to the game genre.

Four: Start Rolling. Grab your dice. If you haven't chosen the character's national origins, begin at *Table 101: Character Origins* on page 19. Chances are, however, that you've already picked a race (if imporant to you) and national origin for the character. Well then, go to *Table 102: Culture* and follow the directions, and then on to *Table 103* and so on in sequence until you reach *Table 312: Alignment & Attitude.*

Table Instructions

Each table contains the instructions you need to use it: the kind of dice to roll, where to record information on the worksheet, and what to do next. Instructions within the table may temporarily send you to another table to resolve something. *Leave a book mark where you are at before going on to the requested table.*

Big Black Bands

When you are done on a page, look at that big black band across the page bottom. The message there tells you where to go next. When it says "From here–Return to the Table that sent you here ..." do just that, go back to the most recent bookmark you left behind (I said you would need these!).

Tables 101 through *312* follow each other in sequence. The character will use most of these tables in their given sequence. Record the information you get on these tables on the lines provided on the worksheet).

More Steps

Five: Match Skills. Match the character's *Central Casting* skills against the game system's skills and fill in the character sheet (from the game) with any appropriate notes, skills and attribute changes.

Six: Biography. Write the character's "biography." Read *Motivations* on page 10 for help in selecting the character's reasons for living. Then read through *Linking Events* on page 13 to get helpful hints for turning your page of raw data into a unified character history (like writing your own fantasy novel–sort of). Don't forget to use *A History of the 20th Century* to anchor your character into the "real" world by matching events in the character's life with events from history.

Motivations:

Justifying a Character's Life

Why would anyone become a professional hero or even dabble in things adventurous? What would make someone seek out hideously dangerous situations or brave the unknown? What makes characters *do* what they do?

In a courtroom situation, an attorney probes to discover why someone would allegedly commit a crime; an actress on stage seeks to justify her movements in front of the footlights; and a teacher looks for a way to make a child want to learn. All three search after the same thing, a *motivation,* something that will provide a reason for future actions or explain and justify past actions.

Every character, whether he is an NPC or a recently created player character has a reason for existing, something that serves as a focus for his life. Usually, it is not a single goal or desire, but something complex, involving several factors.

Select Motivations

Each character should have more than one motivation. One will always be a strong primary motivation, and the others secondary, less important, but still providing direction. Use the list of motivations that follows as a guide, but feel free to add your own. Select one or more motivations for the character, then customize them to better fit the character and her history.

Base the selection of the character's motivations on his past, his alignment, his attitude and his personality factors. Don't select motivations that conflict strongly with other aspects of the character's background.

Assign a strength to each motivation, particularly for NPCs. This represents the relative importance of the motivation to the character. Suggested strengths are Trivial, Weak, Average, Strong, Driving and Obsessive. A trivial motivation, would hardly worth the trouble to resolve. Yet a character who is obsessed with the need to fulfill her motivation may stop at nothing to accomplish her goals, and heaven help any who get in her way. Primary motivations should have relatively high strengths and secondary motivations substantially weaker strengths.

Finally, in your own words, write a brief description of the character's motivations on the back of the worksheet to help you make decisions when roleplaying the character.

Accomplishing Goals: What happens if and when a character finally does what he set out to do? Does he set a new course for his life or is life as he knows it over? Think on these things as you play your characters. What gets them going again once their goals are met (or do they just sit around and get fat)?

Character Motivations

What follows are common motivations for fictional characters. You find them in both the best and the worst that genre fiction has to offer.

Discovery of the truth. This is finding the truth about something. The character has learned that something in his past is not what he has been told. His goal is to find out the true story, even if the truth hurts.

Faith. The character's greatest desire is to serve God to the fullest possible extent. Every action will be weighted based on the teachings of the religion and the extent of her personal belief. This is a great motivator for quests and crusades in the name of God. Please note that characters motivated by Faith need not be good guys only. Many evil and misguided cults have more than their fai share of fanatical followers.

Greed. Unfortunately, this seems to be the basic adventure motivation: "How much loot can we get (drool, slobber, drool)?" Tr to use it as a secondary motivation or at least come up with a justification for loot gathering other than gaining experience points Why does the character want or need the money? Maybe his sick mother needs $200,000 for a vacation home in Aspen.

In the Name of Science. The character seeks to advance the frontiers of scientific, medical or parapsychological research — good for idealists and mad-scientist-types.

Insight. This is the search for wisdom and it can be separated from the search for knowledge. It almost always involves an attempt by the character to improve himself through better understanding of himself and others.

Knowledge. To know more, to know the most, to know it ALL! This is the gain of knowledge purely for its own sake, regardless of its value or intended use.

Love. The character lives her life only to serve someone he loves. She puts this person's welfare and happiness above her own. This is particularly suited to characters who have an ongoing romance. The GM may wish to kidnap the beloved as a hook for an adventure (hey, it worked about a zillion times for Edgar Rice Burroughs). Love is also the basis for parent/child relationships, in which a sick or missing child could motivate a character unto adventure.

Pleasure. The character's goal is to provide pleasure for himself, to have fun, to feel good. This can range from simply having a full belly and warm place to sleep, to fulfilling base desires and living in luxury.

Power! Some people have a need to have the world at their command. It is never a particularly commendable motivation, even when combined with serving humanity. Other things just seem to get in the way of the lust for power .

Revenge. This is a perennial favorite. Someone did something to the character or his family and now he's gonna pay them back.

Survival. The goal is to stay alive. In some sense, this is assumed by other motivations since staying alive is usually a necessary part of the goal. However, here it is in its pure form: the character is striving just to stay alive, probably against odds that would frighten lesser men and women.

To be the best. This is common among athletes, who strive to be the strongest, the fastest, the most skilled. It also can be a motivation for anyone who has a skill of any kind.

To reach a goal. The character has a mission. She must find something or do something that matters to her. This motivation is particularly sensitive to a "what-do-I-do-now" situation once the character actually accomplishes her goal.

To Serve Humanity. Other people always need help and the character realizes that his lot is to help them (this motivation is easily combined with Faith). This could also be directed towards animal rights, the environment, etc.

Working out a past event. One of the events that happened to the character in his past left something unresolved. An adventure is needed to complete the situation. Example: The character is kidnapped, disappears, and loses 10 years of his life without a trace. His goal then becomes to discover who kidnapped him, and why was his memory been wiped clean?

NPCs:

Creating Special Characters

Quite often, the GM or even a player will need to create a supporting character for his game. If you've rolled up one or more player characters with *Central Casting*™, then you know that a good character takes time. Nevertheless, not every character encountered during a game deserves an in-depth background and history description. Those should be reserved for player characters and major nonplayer characters (NPCs).

This section is a set of suggestions for quickly creating NPC backgrounds, focusing on what we call "stock players" and "bit parts," the kind of almost stereotype characters that one might expect to find in many 20th century games, regardless of their genre.

Remember, when creating quick characters: shorter is better (not her height, but the length of her description). Define only as much as is needed to give a good picture of the NPC. One doesn't need to know the full life story of the local hardware merchant, only that he has a glass eye, and tells stories of a ruined temple he saw briefly while serving in the Peace Corps.

Instructions: These guidelines assume that you know what type of character you wish to create. Rather than describe each detail of an NPC's life, focus on the things that are different or outstanding, the features of his life or appearance that make him memorable. Each of the categories below outlines major aspects of the NPC that could be different from other NPCs. Follow the steps below to create your NPC.

One. Select an archetype (a basic statement of who or what the character will be) from the list of Archetypes on the next page or better yet, create your own archetype to fit a particular need or situation.

Two. Use Table *107B: Noteworthy Items* to select some details about the NPC.

Three. Review the suggestions below under NPC Special Features to jog your imagination with ideas for customizing the NPCs you create with this *Central Casting* book.

Four. Roleplay your NPC to the Max! Make him memorable to the other players!

NPC Special Features

❑ **Country of Origin.** Most folk in a typical game world are bound to be human. Yet for some, it might be important to know where they came from. Assume that 75% of all NPCs encountered will be native to the setting in which they are encountered. For that other 25%, use *Table 101: Character Origins* to select the background for the NPC.

❑ **Age.** Typically, this character would be an adult, not old and not too young. How old is the character. Be creative. Not every star ship captain is a wizened veteran nor is every corporate secretary young (or beautiful). Use the suggestions on page 5 to adjust the character's attributes for the effects of age. Consider giving older characters better skill Rankings—about one additional Rank of skill for each group of 10 years by which the character's age exceeds 20.

❑ **Occupation.** What does the NPC do to put food (or whatever) on the table. Use *Table 413A: Occupation* Selection on page 45 to guide you in selecting an occupation for an NPC who may not already have one.

❑ **Professional Competence.** How good is the character at his primary occupation? Decide whether or not your NPC exceeds his peers or is a poor example of his profession. Remember, most people who perform an occupation fall into the low middle Rank values (Rank 3-6). Use the guidelines found on page 4 regarding skill rankings to select an appropriate skill Ranking.

❑ **Culture & Technology.** A typical NPC would be from the most common level of technology and most common culture in the game universe. Do you want the character's technology level or culture different. Use *Table 102: Culture & Technology* to guide you in your selections (use dice if you want!).

❑ **Social Status.** A typical NPC would blend into his surroundings. In a bad part of the city, he might be Destitute or Poor. In a suburban community, he would be at a Comfortable or Well-to-Do level. Decide whether or not the character would be a part of his surroundings. Use *Table 103: Social Status* to guide your selections.

❑ **Appearance.** A typical NPC would have a face or clothing you could easily forget. Lose sight of him for an instant and he is lost in the crowd forever. A memorable NPC would have an appearance that sets him apart from others. Use *Table 861: Appearances* to select unusual features for the character. To make him more unusual, select more appearance features.

❑ **Personality.** An unexciting NPC would have a bland demeanor. His personality does little to color his way of speaking or acting. A memorable NPC would have at least one strong personality feature that figures prominently in his words and deeds. Use *Table 312A: Personality Trait Types* to randomly select a character's most prominent personality trait, or select one (or more!) from *Table 641: Personality Traits.* Remember the more traits you give to a character (within reason of course), the more memorable he will become. Try using the optional rules for Trait Strength found on *Table 312: Alignment & Attitude* (*Table 312F: Trait Strength*) to further adjust the character's personality.

❑ **Quirky Personality.** In a typical NPC, even one with a strong personality, these oddities of behavior will stand out. An unusual character might have an equally unusual personality trait or two. If you want a character to be a bit quirky or be known as an "odd bird" or even a real weirdo, give him one or more traits from *Table 642: Exotic Personality Traits.* Again, try using the optional rules for Trait Strength found on *Table 312: Alignment & Attitude* (*Table 312F: Trait Strength*) to further adjust the personality.

❑ **Values.** Everyone assigns some kind of value to things in their lives. What does the NPC consider to be important. Use *Tables 312B, C & D: Personal Values* to discover these.

❑ **Alignment.** Most folk fall into one of the Neutral alignments. Choose an alignment if you think it might aid in roleplaying the NPC. Use Table *312E: Alignment* to help you make your choice.

❑ **Naming Names.** How is the character called? It's possible that you may never need to know more about a character than his profession. You can call him the "bartender" or maybe he's just known as "the grizzled old prespector," but many NPCs, particularly well-known ones, will be known by their names. Be creative when giving NPCs names, but try to avoid giving them inappropriate or "joke" names.

❑ **Background.** Some characters are known by the things that they have done or experienced. Use *Table 107: Parents & NPCs* to select additional items from the NPC's past. Use the instructions that you find with *Table 107B: Noteworthy Items.*

General Types of NPCs

Some NPCs will fall into general classes that have nothing to do with their archetypes. An old prospector or a frontier lawman can be a good guy just as easily as he can a villain (though the lawman may not be quite so open about his evil ways).

❑ **Good Guys.** These are NPCs that the player characters should be able to trust. They do not have to be saints or nobly heroic, but they should stress their Lightside personality traits over Darkside or Neutral ones.

❑ **Villains.** These are the bad guys. They may appear to be allies at first, but their evil nature eventually shows through. They never have the PCs' best interest (or anyone else's for that matter) at heart. They are typically followers of Darkside alignments, though characters who follow some of the more selfish Neutral alignments can easily be villains. Decide on the scope of their villainy. Are they small-time hoods or evil dark lords bent on galactic domination. Also use *Table 852: Vilains.*

The more powerful a villain, the greater will be his aspirations and evil goals (small-time hoods rarely dream of galactic conquest unless they have the power to obtain it). NPC Villains should generally have stronger Darkside traits than Lightside ones.

❑ **Leaders.** These characters lead or rule over other men (or beings). They might be military leaders, Nobles, religious, political or business leaders. They might be either villains, good guys or more likely be folks somewhere in the vast gray area in between good and evil. To design a leader, you will need to know whom he leads and how great his area of influence (for the latter, see *Table 746B: Sphere of Influence* on page 90 for some guidance). Decide whether his followers are especially loyal or disloyal. For the most part, give the leader better attributes or skills than his followers, unless it would be reasonable for them to be lower (as in the case with some hereditary leaders). Make leaders memorable. Decide whether or not the leader has some secret, a "skeleton in his closet" that he may wish kept a secret. If the leader is a Noble, select his title (if you have not already done so) on *Table 746: Nobles.*

NPC Archetypes

Archetypes are the classic characters one finds in many adventure stories. They are the supporting cast in the PCs' quests for adventure. While it would be impossible to list them all here, the types below are some suggestions in case you need to quickly stock that seedy dive or hotel lobby.

❑ **Bartender.** He serves drinks, doesn't ask questions and rarely answers them in return. He's probably seen more of life than he cares to.

❑ **Beat Cop.** He's the law in his little corner of the city. More often than not he enforces it equally — yet there are those few who work for the wrong side.

❑ **Bored Civil Servant.** A master of the rubber stamp, this government worker might be a stumbling block the PCs must overcome or a vicarious thrill-seeker whose need for tales of adventure brings her in touch with the PCs.

❑ **Bounty Hunter.** He doesn't earn his reward until the one he seeks is returned to the client with the credits. He's clever, talented and tough and probably has little mercy for those he hunts.

❑ **Career Criminal.** Crime is his life. He's never known anything else. He definitely has experience from *Table 526: Underworld Events* in addition to any other character notes.

❑ **Clergyman.** He may be devoted wholeheartedly to God, filled with missionary zeal, or he might be a disillusioned man searching for a truth he once believed in.

❑ **Explorer.** His heart's desire is to make the big discovery, the one that will put his name in the history books. Of course he usually needs a bit of help to find his heart's desire.

❑ **Grizzled Old Prospector.** He's either made the "find" of the century and needs protection or he's got a "sure-thing" map to a fortune and wants to sell it to someone he trusts. He's a real character with at least Rank 9 skill at spitting the "juice" from a plug of cheap tobacco.

❑ **Kid.** She's young, she's energetic, maybe even talented. Possibly, she hero-worships one of the PCs. Maybe she has an axe to grind against one of the PCs and issues a challenge. Then again, she could be a victim of some villain, and needs the PCs' help to gain her revenge.

❑ **Mad Scientist's Daughter.** She's always young, she's always beautiful and she's always available. She believes her father can do no wrong and supports him ... until she realizes the evil he has caused. For some reason, classic adventure fiction never deals with the mad scientist's other kids.

❑ **Mad Scientist.** The problem with his harebrained inventions, is that they work. It's just that he's failed to look far enough ahead to see the problems they cause. If he's evil, his inventions are aimed at world or galactic conquest. Luckily, he's just crazy enough not to have covered every angle.

❑ **Mercenary.** This soldier-for-hire is rarely interested in much more than the bottom line. The job and the reason for it doesn't matter, only the money is important.

❑ **Military Veteran.** He's survived combat situations that few other men or women could. Some of his parts may be missing, but he's just as good without them ... most of the time.

❑ **Miner.** He tirelessly works his mine, whether it's deep in the mountains or on a whirling asteroid.

❑ **Obsessed Scholar.** Like the Research Scientist, he pursues knowledge that will change the world.

❑ **Old Coot (Codger, Gramps, Granny etc.).** This crotchety old person could have been just about anyone or anything a zillion years ago. Whatever the truth, he or she sure has a lot to tell — a good source for information about the "old days."

❑ **Private Investigator.** Hard-edged and bitter, he knows the city and the major players and which rules he can bend without breaking 'em (or being broken in return).

❑ **Punk.** He's got a chip on his shoulder the size of Gibralter. Get in his way and he'll: A) cut you up, B) gun you down, C) malign your birth situation, D) all of the above.

❑ **Reporter.** Always hot on the trail of the "big story."

❑ **Research Scientist.** She's always on the verge of a breakthrough that will revolutionize the way we live or our understanding of the universe. She is to pure science what the mad scientist is to applied science—dangerous if she or her discoveries fall into the wrong hands.

❑ **Seasoned Guide.** He knows this country like the back of his hand. He's tough, he's competent and he doesn't like the idea of civilization creeping up on him.

❑ **Ship's captain.** His ship is his pride, the best ship on the seas... or at least it would be if he had the money to get it out of dry dock. Maybe the PCs are just the people he needs to get his ship seaworthy again, for one last rendezvous with destiny.

❑ **Smuggler.** She knows the ins and outs of the official and unofficial shipping lanes. Whether it's international contraband or illegal refugees, she knows how to get goods from point "A" to point "B" without running afoul of the law (most of the time).

❑ **Street Person.** Years on the streets have given this character a high survival quotient for the streets and years of cheap booze and drugs have probably done irreparable damage to his mind—though a youngster may have sharper wits than most.

❑ **Vigilante.** She's convinced that law enforcement officials have failed in their efforts to bring about order and justice. So now, she takes justice in her own hands. If you're not on her side—you're part of the problem.

❑ **Weasely Informer.** Shifty and nervous, he knows the hottest news on the street ... if you can trust him.

Linking Events:

Writing History ... as it Should Have Happened!

Dice tables are wonderful tools for randomly generating vast quantities of unrelated data. Thumb through this book and you'll see what I mean. With a shake of the hand and a flick of the wrist, dice tables can provide quick answers for any question or list a dozen odd bits of background data. Dice tables are great if you know how to use them for best effect. Nevertheless, even the best of them are no substitute for a creative imagination.

Yet the great thing is: dice tables can stimulate your imagination. Even creative minds tend to slide into ruts. The random dice rolls help establish links between ideas that you might otherwise overlook. The dice don't do the thinking for you. Instead, they give you things to think about.

Without putting the ol' imagination in gear, you can roll dice forever on *Central Casting's*™ tables and still remain uninspired as to how to roleplay your characters. The information is there, but what you're missing is a way to put it all together, to make a handful of loose and unrelated chunks of data into living, breathing, exciting characters.

The end product of a *Central Casting* background session is a sheet of raw history data, some in the form of rounded-out events and much more as just notes about relatives and unrelated occurrences. In many ways, it's like researching a paper. You can spend a week at the library reading seemingly endless articles in a dozen different encyclopedias and magazines and when you're done, all you have to show for your effort is a tottering stack of index cards and a three-inch-thick sheaf of notes. Regardless of the topic, it's not until you start filling in the gaps between the notes with your own words and ideas that the paper takes on shape and form. In much the same way, *Central Casting* gives you a stack of raw data, the events and influences of a character's hypothetical life. Yet until you "fill in the gaps" between those events and draw logical (or even illogical) connections between them, your character will not take on true life. The bits and pieces of his history remain just a pile of notes.

Writing the History

Write out the character's background as if you were telling his life story. Focus on key events. Don't be concerned that your writing style isn't professional caliber. That's not important. This is for your benefit, not the world's. Who knows though? If you write enough of these as practice, it may be your name headlining a novel some day.

It's possible to just write out simple sentences describing a character's past, but then you lose the opportunity to rewrite history the way it *should have happened*. This is not to say that you should throw out or change all that lovely dice rolling, but you may want to modify the results, so that they work together in the best way possible.

There are a several ways to maximize the relationship between the random dice selections. Try using some of the ideas and suggestions that follow when creating your own characters.

Tricks & Hints

Focus on Important Events. One or more events should provide the framework for the character's background. All other event should be of less importance. Adjust lesser events so that they either support the major events as either causes or results, or so that they provide the character with the internal contrasts of personality and interests that most real people have.

Play Up Coincidences. Quite often, several table entries will discuss or refer to remotely similar topics, like family, rivals or friends, etc. These are sheer coincidences. Yet by emphasizing and "fudging" them a bit to make them refer to the same thing or person, they tightly link parts of the character's history. Maybe the mysterious stranger who gave the character a gift at birth is the same person who later becomes his Patron or Companion. Possibly an unknown mutation or power affected the outcome of later events to make them occur as they did.

Look for Causes and Effects. This goes back to playing up coincidences. Did one event cause another? The loss of a parent or friend might be the cause for the character taking up a life of crime. Possibly the scars that are the most notable feature of the character's appearance were a direct result of his occupation or even one of his (former) hobbies. Establish cause and effect links between events wherever possible.

Establish Thematic Relationships. Examine all the events in the character's life and look for a thread of coincidence or a heavy weighting toward one type of event, such as military events, tragedies, religious occurrences and so forth. Consider letting these related events become the core of the character's experience. All other events would then somehow relate to this general theme.

Integrate the Character into the World. Make the character a part of the world. Ask the GM to help you fit the character into his game world. Fix the time and place of the character's birth inside the milieu of the GM's universe. Establish the actual places that events occurred. What city or country was the character born in? Can the GM give you an actual name for that villain or government official who figures so strongly in the character's past? Arrange the events of the character's life in chronologi-

cal order (that is, by the age at which they occurred) then relate key events in the character's background to major or minor events in the GM's world or universe (see *A History of the 20th Century* in this book for a very incomplete look at the last 130 years) . Adjust the ages of event occurrences to better fit the universe's time line.

Provide for Future Adventures. Look for ways to use events to justify a player character's choice to become a hero or adventurer. What might have caused a character to go off looking for trouble? Is there something that she is running from or a great secret to be discovered? Does the character have unpaid debts (maybe he needs to actually pay for all that schooling he had)? Warning to GMs: It's OK to use personal character motivations as the reason for a single adventure or a side plot in a campaign. However, be careful about using a character's personal motivations for adventuring as the main basis for campaign-length adventures. Should the central character die (or his player move to Timbuktu) the reason for your carefully laid-out campaign bites the big one.

Time and Events. Events that occur within a year or so of each other should have some relationship. A later event might occur because of an earlier event.

Provide a Nemesis. A nemesis is an enemy, a rival, a foe or villain who can provide a challenge that the character must overcome in later life. Not every character need have a nemesis to be interesting, though several table entries provide the character with a rival or enemy (*Table 751: Rivals* goes into details), but the character's nemesis need not be a single living being or even a living being at all. Maybe the wilderness where he was born haunts him or the foreign invaders who killed his parents can continue to cause him grief, or his fear of computers prevents him from leading a normal life. If it seems reasonable for the character to have a nemesis, try to create it out of one of the character's background events.

Downplay Unimportant Events. Minimize or delete those events which do not add to the history or which detract from its exciting nature. Learning needlepoint as a hobby or surviving several unexciting promotions in the military may not be headline events in your character's life. Nevertheless, don't throw something out just because you *dislike* it and would rather have something that made your character a Nobleman or gave you 6 skill Ranks with a samurai sword.

Eliminate Personal Conflicts. If *Central Casting* says your hero-to-be has developed a mental disorder or sexual perversion, or has undergone an event that would make it personally difficult for you to roleplay that character, then discard or reroll the event. Remember, even though roleplay is supposed to give the player insight into himself and others, the original intent of adventure gaming is to be fun. If an event in *Central Casting* would compromise your having fun, then it's an event that you can do without.

Integrate the Fantastic. Remember, most of these characters are supposed to be larger-than-life heroes, not unheralded drudges living out boring little lives. Weave elements of the fantastic into descriptions. Give even mundane events significance to both the character and the world of which he is a part. Make the commonplace unusual and the unusual really *weird!*

Supply Missing Elements. *Central Casting* provides a framework to build the character upon. It is not a "smart" expert system that automatically fills in missing details. You will need to add the events or characters in your character's life that could improve the story, or further explain the relationship between events that you have rolled. This might mean adding a "bad guy" who has been dogging the character since the day he was born or establishing your own reason for the character joining the military as an airborne ranger. This goes right back to "filling in the gaps" between events, the reason that *Central Casting* needs you!

Adventure in the 20th Century

Game Genre Review & Selectio

Heroes NOW! was perhaps the most challenging book of trilogy to write and design. Until now, each book has dealt wi particular genre of escape literature, one that has generatec own successful genre of games. Here, we cover the "Third Wc of gaming: those games that while popular, are not in the sa league as fantasy or SF games. Nevertheless, they do have thing in common. They all take place within the confines of the 2 century (more or less so for some). Now that you know why t are the same, let's look at how they are different and how you best fit *Central Casting*™ background into you game world.

We've broken down contemporary roleplaying into five m themes. One or a combination of several may be the best ma for your game system.

Superheroes: These are your basic superpowered heroe spandex long-johns saving the world from villainous evil t games. They can be "brand name" or generic.

Horror: Unspeakable evil haunts the dark corners of the wo feeds on its populace and drives them mad. Need we further (after all, there are indeed things that men were meant to know!).

Espionage: Spies, ninjas, gangster, military and detect roleplay games all lump into this category.

Pulp Hero: Relive those heroic days of yesteryear, the fictio years of the '20s and '30s when every hero had a torn sh bulging muscles and a dame at his side (sexist remark not but used here for period color).

SF Now: This is the true catchall genre. It includes thc games that have a distinct "Science Fiction" feel to the Aliens may walk the streets and heroes cross time and spa but it all takes place within the confines of this century (and t heroes definitely came from hereabouts).

The first four have their own tables in this book. The last, w it's often just too weird to pigeonhole, what with characters jumpi across time and space.

Instructions: Read these genre descriptions. Select genre that most closely fits your game. A selection of suggest games accompanies each genre. For games that are not qu obvious, consult with your GM.

Record the genre on the character history worksheet. Son event tables call for a separate roll on the table appropriate to tl character's game genre. You will need to know this.

Superheroes

The world of the superhero is a world of excitement. The lav of physics are stretched to their breaking point, and it alway seems that, no sooner does a city, country, or even the Eart recover from one disaster when another one springs up. Coinc dences abound, and for every hero that debuts, it seems that tw supervillians pop up to foil him.

It's a world of superhuman powers, super gadgets, alien race sorcery, mental powers, spandex costumes, young damsels (an yes, young men too!) in distress, and villains who, despite thousand and one thrashings, will always come back for th thousand and second thrashing.

As a rule, there is little death in the superhero realm. Mos heroes work within the law (or at least not too far from its edges and will not kill. Many villains, despite their bravado, fear retaliatio

by the superhero community at large, so they do not escalate matters to killing (or at least limit their killing to various non-super victims such as rival villain's henchmen and such). As a rule, an archenemy plagues a superhero for as long as the hero (or the villain) lives or is active.

Suggested Games: *Marvel Super Heroes Game™, DC Heroes Roleplaying Game™, Villains & Vigilantes, The Batman Roleplaying Game™*, Champions™, *Heroes Unlimited™, Teenage Mutant Ninja Turtles and Other Strangeness™, Guardians, GURPS® Supers™, Superworld™*, and *Enforcers™*.

Features:

❑ Superhero specific events, use *Table 522: Superhero Events.*

❑ Character is not assumed to actually be a super powered hero, but rather a character who grows up exposed to a world populated by powerful heroes.

❑ "Normal" characters might have mundane backgrounds. Future heroes would have weird backgrounds.

❑ If a character will have superpowers, make certain they are given an origin for those powers on *Table 540: Secret Origins.*

Horror

Any game that focuses on involvement with or investigation of the supernatural falls into this class. Other game genres often include classic horror elements (take the AD&D® Ravenloft™ game set) and some Horror genre games lack a true horror feel — on purpose. Thus, Horror can be hilariously funny (as found in *Ghostbusters™*), moderately off-the-wall (*Stalking the Night Fantastic*), or darkly frightening (*Call of Cthulhu* and *Chill®*). Nevertheless, we lump them together. Of all the 20th century game systems, horror also covers the broadest time spans, from the late Victorian years of the 1890s to the 1920s and on through the current period).

Suggested Games: *Bureau 13: Stalking the Night Fantastic, Call of Cthulhu, Cthulhu NOW!, Chill®, AD&D Ravenloft™* game world, *Beyond the Supernatural, GURPS® Horror, Vampire, Nightlife, Ghostbusters™, Ghostbusters™ International*, and *Dark Conspiracy™*.

Features:

❑ For Horror specific events, use *Table 523: Horror Events.*

❑ Character is not assumed to actually be an occult investigator, but rather a character who grows up exposed to such a world.

❑ Character has a 25% chance to have an additional feature from *Table 642: Exotic Personality Features.*

Espionage

This is a catchall section to accommodate those games involving spies, military action, crime, gangsters, This is potentially the least "weird" of the game genres. Other than being involved in adventurous activity, characters from spy, mercenary, military and detective games will be normal beings. Most likely, they will not have super powers, secret abilities, encounters with magic or horrors from beyond. Yet don't immediately discard such rolls. The world is weird enough to accommodate a lot of strangeness. A weird event in a character's past might have an unexplained, but mundane enough cause (the *History of the 20th Century* contains a number of documented weird events).

Clear any weird events or abilities gained with your GM. Let her be the final arbitrator here. Maybe you can convert them to a more mundane equivalent.

Suggested Games: *Mercenaries, Spies & Private Eyes™, Gumshoe™, Twilight 2000™, Merc 2000™, Top Secret™, Top Secret/S.I.™, Gangbusters™, James Bond™ Roleplaying game, Ninjas and Superspies™*, and *Recon™*.

Features:

❑ For Espionage specific events, use *Table 524: Espionage Events.*

❑ Characters from this genre generally do not have seriously weird backgrounds.

❑ Character is not assumed to actually be an espionage agent, but rather a character who grows up exposed to such things.

Pulp Heroes

These are the two-fisted heroes of '20s and '30s "pulp" fiction, — the stories that your parents and perhaps your grandparents weren't allowed to read (this was before comic books). They were men and women whose exploits were heralded in fiction by writers like Edgar Rice Burroughs, Sir Arthur Conan Doyle, Rider Haggard, Maxwell Grant, and Kenneth Robeson; and depicted on screen in recent movies involving Indiana Jones™ and the Rocketeer™ and even Buckaroo Banzai (though he is out of his time period). They were inventors and athletes, scientists and scholars, crimefighters and patriots. They fought for what was true and good and fair. In their day, evil was evil and good was good — rarely was there any gray area to be found between.

Suggested Games: *The Adventures of Indiana Jones™ Roleplaying Game, Justice, Inc™., Gangbusters™.*

Features:

❑ For Pulp Hero specific events, use *Table 525: Pulp Hero Events.*

❑ Character is not assumed to actually be a hero, but rather a character who grows up exposed to such a world.

❑ This is a world populated by imaginative inventions. Device should have a "gee-whiz" exciting feel to them.

❑ A hero from this genre would likely have one or more of the following skills in his background. Roll a d6.

1	**Inventor** - has 1d3 items from *Table 854: Wondrous Devices.*
2	**Athlete** - has Rank 1d4+2 skill in a professional sport
3	**Scientist** - could be just a hobby, but has Rank 1d4+2 skill in a general applied science skill.
4	**Detective** - has 1d4+2 Ranks of skill related to detective work, the armchair variety.
5	**Scholar** - is an expert in a field of knowledge and has 1d4+2 Ranks of skill at it.
6	**Is a War Hero** - Give the character a military background beginning with *Table 527: Military Events.*
7-8	Roll twice more on this table, rerolling duplicates.

SF NOW

This is the world of the future brought to bear upon the present. Often it involves time or dimensional travel or the influence of other times worlds and planes of reality upon our own. Aliens or creatures from other worlds might share the streets with regular folk — in fact, they may BE regular folk. Characters from such an environment may be more than a little weird by they time they become heroes.

Also, this can cover any game system where regular folks are transported from their everyday lives here in the 20th century to participate in weird goings-on elsewhere in the world or in time. Such characters would tend to be more like those found in Espionage genre games — more on the "normal" side.

Suggested Games: *Teenagers from Outer Space™, TORG™, Transdimensional Mutant Ninja Turtles®, Timelords™, Dr. Who™ Roleplaying Game, Shadowrun™.*

Features:

❑ Characters from this genre might have an additional weird event in their past from *Table 536: Exotic Events.*

A History of the 20th Century
(... and a few years before)

The events given here are not intended as a full or representative history of the world. Instead, they focus on tragedies, disasters, wars, and actual documented weird events. The intent is to give the roleplayer and the GM points at which he or she can link a 20th century character to the "real" world.

1861 Abraham Lincoln inaugurated as the Pres. of the U.S. Eleven U.S. states secede to form the Confederate States of America. U.S. Civil War begins (until 1865)

1863 Slavery abolished in the U.S. Battle of Gettysburg (U.S.). French Army occupies Mexico City.

1866 Austro-Prussian War

1887 Flooding of the Huang He River in China claims 900,000 victims.

1889 Johnstown Flood claims 2,200 lives.

1891 Earthquakes level 20,000 buildings and kill 25,000 people in Japan.

1895 Roentgen discovers X-rays.

1896 Klondike gold rush begins. Henry Ford makes his first motor car.

1898 Spanish-American War. Cuba gains independence. Spain surrenders Puerto Rico, Guam and the Phillipines to the U.S.A. Flammable "sulphur rain" falls in Mount Vernon, Kentucky. Aspirin marketed commercially.

1899 Boer War between British and Boers in South Africa. Rutherford discovers alpha and beta rays.

1900 Boxer Rebellion between Nationalists and foreigners in China. Britain begins conquest of northern Nigeria. Carrie Nation, a Kansas anti-saloon activist begins raiding with her hatchet. Flooding in Galveston Texas claims 5,000 lives.

1901 Russia occupies Manchuria (northeastern China). Commonwealth of Australia established. U.S. Pres. William McKinley assassinated by an anarchist.

1902 Boer War ends. Anglo-Japanese alliance formed. British and German fleet seize Venezuelan navy to force debt repayment.

1903 Panama achieves independence from Columbia. Wright Brothers first successful heavier-than-air flight occurs in Kittyhawk, North Carolina (U.S.A.). Fire in Chicago's Iroquois Theater claims 602 lives. First fluorescent light developed.

1904 Russo-Japanese War. Tibet opened to western trade. A Brief and unexplainable darkness falls on Wimbledon, England. Broadway subways opens in NYC. The steamship General Slocum catches fire near NYC, 1,000 are killed.

1905 Japanese warship Mikasa sunk by an explosion—599 are lost. An aborted revolution also rocks Russia.

1906 San Francisco earthquake and fire leaves 503+ dead. U.S. troops occupy Cuba (to 1909).

1907 Dominion of New Zealand founded. 361 coal miners are killed in a Monogah, WV mine disaster.

1908 Belgian Congo founded. Steamship Ying King founders off Singapore, 300 die. A unexplained aerial blast in Tunguska, Siberia flattens every tree within 20 miles and burns people as far away as 40 miles.

1909 Henry Ford begins assembly-line production of the "Model T" automobile. Explorer Robert Peary reaches the North Pole. A mine disaster kills 259 coal miners in a Cherry, IL. A lighted airship is repeatedly seen across New England.

1910 Japan annexes Korea. Union of South Africa formed. Fresh blood falls from sky in South America. Swiss scientist, Gockel discovers Cosmic Rays.

1911 Italy occupies Tripoli, Libya. Italy at war with Turkey (to 1912). Revolution in Mexico, disorder follows. Explorer Roald Amundsen reaches the South Pole. Revolution in China overthrows Manchu dynasty. Flooding of the Chang Jiang River in China claims 100,000.

1912 The luxury liner Titanic sinks with a loss of 1513 lives. First Balkan War pits Bulgaria, Greece, Serbia & Montenegro against Turkey (to 1913). U.S. Marines sent to Nicaragua over debt dispute.

1913 Greece takes over isle of Crete. Second Balkan war: Turkey, Serbia, Greece, and Romania unite against Bulgaria. Mexican Pres. Francisco I. Madero assassinated. Ambrose Bierce, noted American writer, disappears in Mexico. 263 coal miners are killed in a Dawson, NM mine disaster. Langmuir invents the multigrid electron tube.

1914 World War I (to 1918). U.S. Declares its neutrality.

1915 34,000 British and Empire troops are lost during the Gallipoli campaign. Of these 27,000 are never accounted for. British ocean liner Lusitania sunk by German submarine. U.S. troops occupy Haiti. Bright spots appear on the moon.

1916 U.S. Troops under General Pershing enter Mexico in pursuit of Pancho Villa. U.S. purchases Virgin Islands from Denmark.

1917 Russian Revolution begins. U.S. declares war on Germany. Vision of the Virgin Mary appears to three children at Fatima, Portugal. The crew of the ship Zebrina disappears during good weather in the English Channel. Luminous objects seen moving on the moon. A train wreck in Modane, France kills 543 people.

1918 WWI ends. Revolution in Germany. World-wide influenza epidemic kills as many as 21 million worldwide, nearly 548,000 in the U.S.A. alone. Czar Nicholas II and his family are killed by Bolsheviks in Russia. Unusual weather in many parts of the world.

1919 League of Nations formed. First transatlantic flight. Influenza epidemic continues. Prohibition of alcohol sale and use begins in the U.S.A. Captain James and his aircraft disappear over New York. French steamship Chaonia lost in Straits of Messina along with 460 lives.

1920 Bolsheviks win the Russian civil war. "Red Scare" causes arrests of 2,700 communists, anarchists and radicals in U.S.A. First licensed Radio broadcasts in U.S.A. American women obtain right to vote. Bomb explosion on New York's Wall Street kills 30, injures 100. Earthquake in Kansu province, China kills 100,000. Shafts of light project from the moon.

1921 Ku Klux Klan revival escalates attacks upon blacks in U.S.A. Numerous ships disappear without a trace.

1922 Union violence causes death of 36 coal miners in Illinois mine strike. Rocks fall from the sky onto Chico, CA.

1923 Italy becomes a Fascist state. General Pancho Villa, ex-rebel leader killed in Mexico. Three large mounds are found in the Archimedes crater on the moon. King Tut's tomb is opened in Egypt.

1924 Aviators Day and Stewart disappear. Their footprints end abruptly 40 yards from their intact aircraft.

1925 John T. Scopes is found guilty of teaching evolution at a Dayton, TN, high school.

1926 Dr. Robert Goddard demonstrates first successful liquid fuel rocket.

1927 Charles Lindbergh crosses Atlantic Ocean in first non-stop transatlantic flight. Black rain falls in Ireland.

1928 The Danish training ship, Kobenhoven disappears without a trace.

1929 "St. Valentines Day Massacre" of 7 gangsters in Chicago. Stock Market crash heralds worst American depression.

1930 Rioting against the British in India. Revolutions occur in Bolivia, Peru, Argentina and Brazil. Judge J.F. Crater of the New York Supreme Court disappears without a trace. Many die and 300 are stricken by a poisonous fog in Belgium.

1931 Japan invades Manchuria. Revolutions in Panama, Peru, Chile, Paraguay, and El Salvador. Empire State building opens in New York City. Flooding of the Huang He River in China claims 3,700,000 victims.

1932 Chaco War between Paraguay and Bolivia. Manchurian war continues. Japan attacks Shanghai. Revolutions in Chile and Peru. Uprisings in Belgian Congo. Franklin D. Roosevelt is elected Pres. of the United States. Bloodless coup overthrows the monarchy in Siam.

1933 Japan defeats and takes control of Manchuria. Chaco War continues. Adolf Hitler becomes chancellor of Germany. Germany and Japan quit the League of Nations. Prohibition of alcohol ends in U.S.A. Albert Einstein flees to the U.S.A. An orange ray projects upwards from the moon for 15 minutes.

1934 Army suppresses uprising in Spain. Chaco War continues. Soviet Union joins the League of Nations. King Alexander of Yugoslavia is assassinated in France. Adolf Hitler purges the Brownshirts in the "Night of Long Knives." Chinese Communists begin the Long March to escape Nationalist forces.

1935 Italy attacks Ethiopia. Malaria Epidemic ravages Ceylon. Revolutions in Greece and Venezuela. Chaco War ends. Stalin purges

military and civilian dissident groups in the Soviet Union.

1936 Civil War breaks out in Spain. Italy conquers Ethiopia. Rioting in Greece, Palestine, Poland, and Zanzibar. Japanese attack Mongolia. Germany occupies the French Rhineland. King Edward VIII abdicates the throne of England to marry a commoner. Pres. Roosevelt is reelected. Coup attempts in Chile and Tokyo are crushed. Germany and Italy form the Axis. A labor strike ties up all major ports in the U.S.

1937 Sino-Japanese War begins. Spanish Civil War continues. Japan sinks a U.S. gunboat in the China sea. Golden Gate bridge is completed. The dirigible, the Hindenburg, explodes and burns in New Jersey. Italy quits the League of Nations. Amelia Earhardt mysteriously disappears in the South Pacific. DuPont Labs invents Nylon.

1938 Riots in Tunis, Tunisia. Spanish Civil War Continues. Germany occupies Austria and Czechoslovakia. Orson Welles scares nation with radio dramatization of H.G. Wells novel War of the Worlds.

1939 Germany invades Poland—World War II begins. The Soviet Union invades Finland. Spanish Civil War ends. Italy occupies Albania. Regular transatlantic commercial air service begins.

1940 Italy invades Greece. Riots in Rhodesia. Allies invade Italian East Africa. Germany invades Denmark, Norway, and France. The Soviet Union occupies Estonia, Lithuania, and Latvia. Radar research begins in the U.S.A.

1941 Germany Invades Russia. Pearl Harbor, Hawaii is attacked by Japanese, U.S. enters into WWII.

1942 Battle of El Alamein in Egypt. Japan captures islands in the Pacific. U.S. forcibly moves and detains 110,000 Japanese-Americans living on the west coast. A fire at the Cocoanut Grove in Boston, MA takes 491 lives.

1943 Race riot in Detroit, Michigan leaves 34 dead, 700 injured. Similar riot occurs in Harlem, NYC. U.S. Troops invade Italy.

1944 D-Day: U.S. and Allied Forces invade France at Normandy. U.S. troops land on Leyte in the Phillipines. A fire at a circus in Hartford, CT takes 168 lives, mostly women and children.

1945 U.S. Pres. Roosevelt dies of brain hemorrhage. Germany surrenders. Atomic bombs dropped on cities of Hiroshima and Nagasaki in Japan. Japan surrenders, ending WWII. Tupper invents ... Tupperware.

1946 Phillipines given independence.

1947 An explosion at a pier in Texas City, Texas kills 561.

1948 Mohandas K. Ghandi assassinated in New Delhi, India. USSR blockades German city of Berlin.

1949 U.S. Troops are withdrawn from Korea. NATO alliance is formed.

1950 U.S. becomes involved in Korean conflict. 35 U.S. military advisors sent to Vietnam. A glowing, purple, gelatinous blob falls to earth in Philadelphia, Pennsylvania.

1951 First transcontinental U.S. television broadcast. Crick, Watson & Wilkins discover the structure of DNA.

1952 The first hydrogen bomb is exploded in the Pacific.

1953 U.S. finances France's war in Indochina. Dr. Jonas Salk creates the Polio vaccine.

1954 Nautilus, the first atomic-powered submarine, is launched at Groton, CT. U.S. declares Racial segregation unconstitutional.

1955 U.S. begins training of South Vietnamese army.

1956 First transatlantic telephone cable goes into operation. Paul Jaquays born to normal parents.

1957 Earthquakes in Iran claim 5,500 lives.

1958 First U.S. satellite, Explorer I, is launched into earth orbit. U.S. Marines are sent to Lebanon. A gelatinous mass falls to earth in the Irish county of Westmeath.

1959 The George Washington, the first U.S. ballistic-missile submarine is launched. Integrated Circuits invented by Texas Instruments.

1960 A United States U2 spy plane is shot down over the Soviet Union. Flooding in Bangladesh claims 10,000 lives. Digital Corporation invents first mini-computer.

1961 Commander Alan B. Shepard Jr. is makes first U.S. suborbital space flight. CIA sponsored Cuban exiles are repulsed in the Bay of Pigs invasion of Cuba.

1962 Lt. Col. John H. Glenn Jr. becomes the first American in Orbit. Soviet Missile Crisis takes place in Cuba.

1963 U.S. Supreme Court accelerates moral decay of America by declaring unconstitutional the reading of the Lord's Prayer and Bible verses in public schools. U.S. Pres. John F. Kennedy assassinated. U.S. fully involved in Indochina war (to 1973).

1964 Quake in Alaska claims 131 lives.

1965 Riots by blacks in the Watts neighborhood of Los Angeles, U.S.A. cause 34 deaths. Power failure blacks out much of the American and Canadian northeast.

1966 U.S. Warplanes bomb Hanoi area of North Vietnam.

1967 Black riots in Newark, New Jersey leave 26 dead. Bigger riots in Detroit, Michigan leave 40 dead, 2,000 injured and 5,000 homeless—military forces are required to put down the rioting. First human heart transplant performed by Dr. Christian Barnard in South Africa.

1968 Dr. Martin Luther King, Jr. and U.S. senator Robert F. Kennedy are assassinated in separate incidents by gunmen. Capital punishment ends in U.S.A.

1969 American astronauts Neil Armstrong and 'Buzz' Aldrin are first men on the moon.

1970 IBM invents the floppy disk.

1971 East Pakistan becomes Bangladesh.

1972 October War: Arab states attack Israel. Nolan Bushnell invents "Pong" video game.

1973 U.S.A. withdraws troops from Vietnam. U.S.A. rocked by Watergate conspiracy. U.S. Vice Pres. Spiro Agnew resigns over tax evasion and bribery charges. Arab oil-producing states impose oil embargo on allies of Israel.

1974 Greece and Turkey come to conflict in Cyprus. U.S. Pres. Richard Nixon resigns over the Watergate incident and is later unconditionally pardoned by his appointed successor, Gerald Ford.

1975 South Vietnam surrenders to North Vietnam, ending the Vietnam War. Spanish dictator, Francisco Franco dies. *Dungeons & Dragons®* is published by TSR. Two attempts are made on the life of U.S. Pres. Gerald R. Ford. Ranchers in the western U.S. report finding dead livestock that had been subjected to weird mutilations—some evidence suggests Satanic cults, others UFOs.

1976 "Legionaires' Disease" kills 29 in Philadelphia, PA. U.S.A. celebrates the Bicentennial of its independence.

1977 Capital punishment reinstated in some U.S. states.

1978 John Paul II is elected as the first non-Italian Pope in 450 years. A bull is found mutilated in Dulce, NM after locals report seeing glowing orange lights in the sky.

1979 A major accident occurs at Three Mile Island nuclear reactor, near Middletown, PA. Followers of Iranian religious strongman, the Ayatollah Khomeini capture the U.S. Embassy in Teheran, Iran and hold 90 hostages. A DC-10 crashes in Chicago, killing 275—the highest death toll in U.S. aviation history. U.S. Gov't-sponsored Rommel Report regarding cattle mutilations refutes all theories that do not involve natural predation and scavengers.

1980 U.S.A. does not attend 1980 summer Olympics in the Soviet Union for political reasons. Mt. St. Helens volcano erupts, leaving 60 dead in the state of Washington.

1981 The space shuttle Columbia makes its first successful voyage. Egyptian Pres. Anwar El-Sadat killed by rebel commandos. Attempts are made on the lives of U.S. Pres. Ronald Reagan and Pope John Paul II.

1982 Argentina invades the Falkland Islands (a British dependency). British forces reclaim the island. An explosion in the Salang Tunnel in Afghanistan kills 1,000 to 3,000 people.

1983 241 American military men are killed by a suicidal terrorist bomber in Beirut, Lebanon. U.S. Marines and Rangers invade the Caribbean island nation of Grenada. A Soviet plane shoots down a Korean airliner, killing 269.

1984 India Prime Minister Indira Ghandi killed by two of her Sikh bodyguards. An explosion at a gas storage area near Mexico City, Mexico kills 334 people.

1985 Mikhail Gorbachov becomes Soviet leader. In a Japan, a Boeing 747 airliner crashes into the side of a mountain killing 520—the worst single air disaster in history.

1986 The space shuttle Challenger explodes on lift-off, killing its crew of 7. A serious accident at the Chernobyl nuclear plant in the Soviet Union spews radiation across Europe.

1987 An Iraqi warplane attacks U.S.S. Stark with a missile, killing 37 sailors. Earthquakes in NE Ecuador claim 4,000 lives.

1988 A terrorist bomb brings down a Pan Am Boeing 747 over Lockerbie, Scotland, killing 270. Earthquakes in NW Soviet Armenia claim 55,000 lives.

1989 Massive earthquake strikes San Francisco area, killing 59. U.S. Armed Forces invade Panama, overthrowing the government of Manuel Noreiga.

1990 East and West German reunite under a democratic government. Iraq occupies neighboring Kuwait, instigating a build up of multi-national coalition forces in Saudi Arabia. Earthquakes in NW Iran claim 40,000 lives.

1991 Coalition forces attack Iraqi military positions in Iraq and Kuwait. Iraq is defeated.

Start Here

101: Character Origins

Unlike fantasy and science fiction games, with their myriad exotic worlds, 20th century games are based in the known world of the 20th century. Characters from 20th century games often work best if they can grow up from roots that have been firmly planted somewhere definable—a place he or she can call home.

Getting Started: Chances are, you have some strong preferences regarding the selection of your character's national and ethnic background. Then again, maybe you don't.

If so, find the country that matches below and record its *TekMod*(TM) on your worksheet and skip ahead to *Table 102: Culture.* If not, then this table can provide that answer.

Instructions: If you have not preselected a national or racial background for the character, roll a d20 to select the character's country of origin on *Table 101A.* Please note that the table is weighted towards characters of North American and European ancestry and reflects more the population of the United States of America rather than the world at large. Countries are listed by their current incarnations, though many, particularly in Africa, South America and Asia have changed names in the past 30 years.

Next, go on to table *101B: Ancestry Details* to select additional information regarding the character's origins.

Languages: Each country lists its official and other primary languages in parentheses. A character who is a native of this country or descended from recent immigrant parents from this country will probably know these languages.

Technology Modifiers: Country of origin affects the Technological level that a character has been raised within. Each country lists its Technology Modifier, *TekMod* or "TM." Record the *TekMod* on the character history worksheet.

Roleplay: Regardless of a character's current home, the land from whence her ancestors came affects her place in society, her traditions, her religion, her likes and dislikes, her native cultural affectations, her known languages, possibly her speaking accent, and her attitudes about others. To best play an unfamiliar character, do a little library research. You'll discover fun facts and surprise your friends with the things you know as you play your character.

Additional Reference: For more information, check out a good world almanac or encyclopedia. World histories will be particularly useful for games based in the early part of the century.

101A: Country of Origin

This table covers a period of time in which the borders, names and even existence of many countries have changed over the course of the century, and will most likely continue to change. If a country named here did not exist in your game period, do some research and use the country, colony or territory that preceded it. On the other hand, you could always reroll.

d20 101A: Country of Origin (Roll a d20)

1 **Africa.** In the late 19th century, European nations conquered Africa. The European languages spoken by some countries give a good idea of who smashed and grabbed what. Over the course of this century, Africa has changed from a few large European colonies and possessions to a myriad of smaller self-ruled nations, many gaining their full independence in the early 1960's. Roll a d4 to select a region of Africa.

- 1 **Western Africa.** Much of the western continent was under French domination until the 1960's. Roll a d12 on the subtable below to select a West African country.
  - 1 **Benin & Togo** (French, local dialects) Roll Hi/Lo. TM: 1
  - 2 **Burkino Faso** (French, tribal languages) TM:1
  - 3 **Cameroon** (English, French, tribal languages) TM: 1
  - 4 **Cote D'Ivoire** (French, tribal languages) TM: 1
  - 5 **Ghana** (English, tribal languages) TM: 1
  - 6 **Guinea** (French, tribal languages) TM: 1
  - 7 **Liberia** (English, tribal dialects). TM: 1
  - 8 **Mali** (French, Bambara). TM: 1
  - 9 **Mauritania** (French, Hasanya Arabic) TM: 1
  - 10 **Nigeria** (English, Hausa, Yoruba, Ibo) TM: 1
  - 11 **Senegal** (French, tribal languages) TM: 1
  - 12 **Sierra Leone** (English, tribal languages) TM: 1
- 2 **Eastern Africa.** Roll a d6 on the subtable below to select an East African country.
  - 1 **Ethiopia** (Amhara, Tigre, Hamatic, Arabic) TM: 2
  - 2 **Kenya** (Swahili, English) TM: 2
  - 3 **Madagascar** (Malagasy, French) TM: 1
  - 4 **Mauritius** (English, French, Creole) TM: 1
  - 5 **Somalia** (Somali, Arabic) TM: 1
  - 6 **Tanzania** (Swahili, English) TM: 1
- 3 **Central Africa.** Roll a d8 on the subtable below to select a Central African country.
  - 1 **Burundi** (French, Rundi) TM: 1
  - 2 **Central African Republic** (French) TM: 1
  - 3 **Chad** (French, Arabic, tribal languages) TM: 1
  - 4 **Congo** (French, Bantu dialects) TM: 1
  - 5 **Niger** (French, Hausa, Djerma) TM: 1
  - 6 **Rwanda** (French, Kinyarwanda) TM: 1
  - 7 **Uganda** (English, Luganda, Swahili) TM: 1
  - 8 **Zaire** (French, Bantu dialects) TM: 1
- 4 **Southern Africa.** Roll a d10 on the subtable below to select a South African Country.
  - 1 **Angola** (Portuguese, Bantu dialects) TM: 1
  - 3 **Botswana** (English, Setswana) TM: 1
  - 4 **Malawi** (English, Chichewa) TM: 1
  - 5 **Mozambique** (Portuguese, Bantu dialects) TM: 1
  - 6 **Namibia** (Afrikaans, English, tribal dialects) TM: 1
  - 7 **South Africa** (Afrikaans, English, Bantu) TM: 2
  - 8 **Swaziland** (Swazi, English) TM: 1
  - 9 **Zambia** (English, Bantu dialects) TM: 1
  - 10 **Zimbabwe** (Rhodesia) TM: 2

2 **Caribbean Islands** (English, Spanish, French, Danish). TM: 1

3-4 **Canada** (English, French-Quebec) TM: 3

5 **Central American Nations.** Roll a d8 on the subtable below.

- 1 **Belize** (English, Spanish) TM: 2
- 2 **Costa Rica** (Spanish). TM: 1
- 3 **El Salvador** (Spanish). TM: 2
- 4 **Guatemala** (Spanish). TM: 1
- 5 **Honduras** (Spanish). TM: 2
- 6 **Mexico** (Spanish). TM: 2
- 7 **Nicaragua** (Spanish, English). TM: 2
- 8 **Panama** (Spanish, English) TM: 2

Don't Forget 101B!

Continued ...

Table 101 continues on the next page . . .

d20 101A: Country of Origin (Roll a d20)

6 China, People's Republic of (Mandarin Chinese, many regional dialects). TM: 2

7-8 Eastern Europe. Roll a d8 on the subtable below.

- 1 **Bulgaria** (Bulgarian, Turkish, Greek). TM: 2
- 2 **Czechoslovakia** (Czech, Slovak). TM: 2
- 3 **Finland** (Finnish, Swedish). TM: 3
- 4 **Hungary** (Hungarian). TM: 2
- 5 **Poland** (Polish). TM: 2
- 6 **Romania** (Romanian). TM: 2
- 7 **Soviet Union.** TM: 2
- 8 **Yugoslavia** (Serbo-Croatian). TM: 2

9 Mediterranean Nations. Roll a d4 on the subtable below.

- 1 **Greece** (Greek). TM: 2
- 2 **Italy** (Italian). TM: 2
- 3 **Turkey** (Turkish). TM: 2
- 4 **Albania** (Albanian, Greek). TM: 2

10 Mideast & other Arab lands. Roll a d12 on the subtable below.

- 1 **Algeria** (Arabic, Berber, French). TM: 2
- 2 **Arabia** (includes all countries/tribal groups on Arabian peninsula) (Arabic). TM: 2
- 3 **Egypt** (Arabic, English). TM: 2
- 4 **Iraq** (Arabic). TM: 2
- 5 **Jordan** (Arabic). TM: 2
- 6 **Lebanon** (Arabic, French, Armenian). TM: 2
- 7 **Libya** (Arabic). TM: 2
- 8 **Morocco** (Arabic). TM: 2
- 9 **Palestine/Israel** (Hebrew, Arabic). TM: 3
- 10 **Sudan** (Arabic). TM: 1
- 11 **Syria** (Arabic). TM: 2
- 12 **Tunisia** (Arabic). TM: 2

11 Scandinavia. Roll a d4 on the subtable below.

- 1 **Norway** (Norwegian). TM: 3
- 2 **Sweden** (Swedish). TM: 3
- 3 **Denmark, Kingdom of** (Danish). TM: 3
- 4 **Iceland** (Icelandic). TM: 3

12 Southern/Eastern Asia. Includes countries, territories and colonies existing in this region prior to a country's national freedom. Roll a d20 on the subtable below.

- 1 **Afghanistan** (Pushtu, Dari Persian). TM: 1
- 2 **Bangladesh** (a.k.a. East Pakistan). TM: 1
- 3 **Cambodia** (Khmer, French). TM: 1
- 4 **Hong Kong** (Chinese). TM: 3
- 5-6 **India** (Hindi-Hindustani, English). TM: 2
- 7 **Iran** (Farsi-Persian, Arabic, English, French). TM: 2
- 8-9 **Japan** (Japanese). TM: 3
- 10 **Korea** (Korean) TM: 2
- 11 **Laos** (Lao, French). TM: 1
- 12 **Mongolia** (Mongolian). TM: 2
- 13 **Myanmar** (Burmese) a.k.a. Burma until 1989. TM: 1
- 14 **Nepal** (Nepali). TM: 2
- 15 **Pakistan** (Urdu-Hindustani, Pushtu). TM: 2
- 16 **Philippines** (Pilini, English). TM: 2
- 17 **Sri Lanka** (a.k.a. Ceylon) (Sinhal & Tamil). TM: 2
- 18 **Taiwan** (Chinese). TM: 3
- 19 **Thailand** (Thai) a.k.a. Siam (Thai). TM: 1
- 20 **Vietnam** (Vietnamese, English, French). TM: 1

13 South American nations. Includes countries, territories and colonies existing in this region prior to a country's national freedom. Roll a d20 on the subtable below.

- 1-3 **Argentina** (Spanish). TM: 2
- 4 **Bolivia** (Spanish, Quechua, Aymara). TM: 2
- 5-9 **Brazil** (Portuguese, English). TM: 2
- 10 **Chile** (Spanish). TM: 2
- 11-12 **Columbia** (Spanish). TM: 2

Continued ... ☞

d20 101A: Country of Origin (Roll a d20)

- 13 **Ecuador** (Spanish, Quechua, Jivaroan). TM: 2
- 14 **Paraguay** (Spanish). TM: 2
- 15-16 **Peru** (Spanish). TM: 2
- 17 **Suriname** (Dutch). TM: 2
- 18 **Uruguay** (Spanish). TM: 2
- 19-20 **Venezuela** (Portuguese). TM: 2

14 South Pacific. Roll a d6 on the subtable below

- 1 **Australia** (English, Aboriginal languages). TM: 3
- 2 **Indonesia** (Malay-Indonesian, Javanese). TM: 2
- 3 **Malaysia** (Malay-Indonesian). TM: 2
- 4 **New Zealand** (English, Maori). TM: 2
- 5 **Papua New Guinea**. (English, Melanesian Pidgin) TM: 2
- 6 **A small Polynesian island nation** (English, French, Tribal languages). TM: 1

15-18 United States of America (English). TM: 3

19-20 Western Europe. Roll a d10 on the subtable below.

- 1 **Austria** (German). TM: 3
- 2 **Belgium, Kingdom of** (Flemish-Dutch, French). TM: 3
- 3 **France** (French). TM: 3
- 4 **Germany** (German) TM: 3
- 5 **Great Britain** (includes countries, territories and colonies existing in this region). TM: 3
- 6 **Ireland** (English, Gaelic). TM: 3
- 7 **Netherlands** (Dutch). TM: 3
- 8 **Portugal** (Portuguese). TM: 3
- 9 **Spain** (Spanish). TM: 3
- 10 **Switzerland** (German, French). TM: 3

Don't Forget 101B!

Table 101B:Ancestry Details

Even within a character's country of origin, there will be some other factors that further affect the character's ethnic background.

d20 101B: Ancestry Details (Roll a d20)

1-8 The character's ancestry and current nation of residence are the same. While the character's ancestors may have come from another land, he has no strong emotional, physical or cultural ties to another country.

9-10 The character's recent ancestry and current nation of residence are the same, however, the character has strong ethnic ties to, and takes great pride in his or her ancestor's country of origin. Reroll country of parents origin again on *Table 101B: Country of Origin* for ancestors' homeland.

11-14 The character is a member of a racial minority within the area of ancestry.

15 Character is a member of a repressed people. Subtract 1 point from character's *TekMod.*

16 Character is a member of a indigenous native people, now a racial minority (Example: American Indians).

17 The character is the child of immigrants to this land. Reroll country of parents origin again on *Table 101B: Country of Origin* for the homeland.

18 The character was born in a foreign land and moved to this land while young. Reroll country of parents origin again on *Table 101B: Country of Origin.*

19 The character was born in a foreign land and moved to this land upon reaching adulthood. Reroll country of parents origin again on *Table 101B: Country of Origin* for the homeland.

20 Reroll twice more on this table, combining the results.

From Here — Continue on to Table 102: Culture & Technology . . .

102: Culture & Technology

Overthe relatively brief span of the 20th century, the world has seen some of the greatest back-to-back leaps in technological advancement in human record. The world at large has gone from relying on horses for transportation to contemplating permanent homes in space. Primitive tribes have been thrust unprepared into the mainstream of "civilized" life. Near-instantaneous communication has brought the events of our world into our living rooms.

Yet despite these advances, there is no cultural or technological homogeneity in the world. Countries both large and small may have people living at a broad variety of cultural and technological levels. The tables that follow can help a character hone in on his cultural identity.

102A: Tech Level

Tech Level, or Technology Level, acts as a rough measure of a society's technical achievements: the inventions, weapons, modes of transportation and means of communication in common use. It does not deal with their social enlightenment, forms of government or ethical values—that's *Culture,* and we deal with *it* later.

It also does not mean that the people of that society possess exactly the type of culture used to represent the level. Example: Farmers in a developing nation may possess technical skills equivalent to a post-medieval world, but their culture is unique to themselves. In many cases, the Tech Level represents an averaging of a society's native development with the technological incursions of other, more technologically advanced societies.

Instructions: Begin with *Table 102A: Tech Level.* Roll a d100 and add the current year of the 20th Century (i.e., for 1922, add 22; for 1991, add 91). Match the result against the table and take the resulting TM+ value and add it the character's Tech Level Modifier (*TekMod*) on the character worksheet (there should already be a value there from the character's Country of Origin). This modifier value will be used later in the book. Then, look at the Technology Levels and match the character's total *TekMod* against the numbers in front of each Tech Level description. The one that matches is the approximate level of Technology in which the character was raised. Write the character's Tech Level on line 102A of the worksheet. After completing this table, continue onward to *Table 102B: Culture.*

Education Points: As a character grows up, he usually receives a formal education (see *Table 210: Education*). Technology level provides the base value for the number of points the character may spend once he reaches that Table. Higher Tech levels provide more points than lower level. Record this on the Worksheet on the line labeled "Education Points."

Literacy: The number in brackets after each Tech Level is the base chance for a character to be literate in his native tongue (see Literacy rules on page 8). Record this chance in the space following the Literacy skill under the SKILLS section of the worksheet. Be prepared to change this value.

Roleplay: Remember, not every culture within a given future history will be operating at the same level of technology. Generally speaking, a character who is exposed to the achievements of the Tech Level one level above him may understand what he sees, but go up two Tech Levels, and the technology seems like "magic."

d100 102A: Tech Level (roll a d100 + *Year)**

* For any year prior to 1900, subtract 20 from the die result. For each year after 1999, add 1 to the die roll).

-19 - -10	**TM+:** Subtract 2
-9 - 0	**TM+:** Subtract 1
01-30	**TM+:** 0
31-50	**TM+:** 1
51-65	**TM+:** 2
66-80	**TM+:** 3
81-130	**TM+:** 4
131-135	Reroll, but do not add the year.
136-198	**TM+:** 5
199-210	**TM+:** 6
211+	**TM+:** 7

Tech Levels

1 Stone Age [Lit: 5%. Education Points: 4.]. Fire has found its way into most homes, sharpened sticks and stones form the warrior's basic armament, the lever is the most complex machine, domesticated animals provide food and companionship and building villages is coming into vogue. This covers everything from the classic cave man up to pre-Columbian American Indians.

2 Bronze Age [Lit: 20%. Education Points: 6]. Metal working, walled cities, stone monuments, sailing ships, the wheel, and simple writing are the rage. Well-to-do warriors wear metal armor and wage war with spears, swords, bow and arrows. Ancient Greece and Egypt, the Celts of Europe and the peoples of the Biblical Middle East are examples.

3 Iron Age [Lit: 30%. Education Points: 8]. Achievements include iron working (a harder metal than bronze), the keystone arch, and the use of concrete in building to encourage quick development of large cities. Common soldiers wear metal armor and huge stone-hurling, wall-bashing mechanical siege machines take some of the guesswork out of flattening enemy fortresses. Imperial Rome is the "classic" example of this Tech Level.

Table 102 continues on the next page . . .

4 Medieval Age [Lit: 10%. Education Points: 4]. Steel (a harder metal than iron) weapons and armor are used by the well-to-do warriors. Crossbows make even poorly trained troops into deadly foes. This is a period noted for retrogression, even degeneration and loss of technical and social gains made in earlier ages. Medieval Europe and Feudal Japan typify this Tech Level.

5 Renaissance [Lit: 35%. Education Points: 10]. Learning is rediscovered with a vengeance. Gunpowder makes major changes in the waging of war, movable type printing speeds the spread of information. Equivalent to 1350-1800 in western Europe.

6 Industrial Revolution [Lit: 40%. Education Points: 10.]. Steam engines drive boats and land transportation, while steam-powered machinery replaces hand-manufacturing, allowing mass production of goods. Cures are found for some diseases. Electricity is utilized to a limited extent for communication and illumination. Typified by Europe and the U.S.A. of the 1800's, rural America and "advanced" Third World Nations of the early half of the 20th century.

7 Engineering Age [Lit: 60%. Education Points: 12]. Internal combustion engines or electricity power most forms of transportation, including personal cars, war machines, and fixed-wing air craft. Radio, television, suborbital rockets and small automatic weapons are developing. This is typified by Western nations of the late 19th century through pre-WWII 20th century, just before atomic escalation, most non-Western nation urban areas in the late 19th century, and rural areas of Western nations.

8 Technologic Age [Lit: 80%. Education Points: 16]. Nuclear power is used to create both electricity and deadly weapons. Orbital spacecraft visit nearby satellites and unmanned probes explore planets in the solar system. Industrial lasers, small computers, and organ transplants are commonplace. In the real world of the 20th century, this represents the current and highest level of technology. It is found primarily in the urban areas of Western nations and in a few elite cities elsewhere around the world.

9 Fusion Age [Lit: 90%. Education Points: 20]. Energy is created through the combining, not destruction of matter. Laser weapons replace projectile weapons in most armies. "Manned" exploration of the solar system, establishment of orbital space cities and scientific colonies exist on other planets within system. "Cold sleep" is used for long interplanetary trips. Most manufacturing is completely automated.

10 Spacefaring Age [Lit: 95%. Education Points: 20]. Unself-aware artificial intelligence is now found in some large computers. Most planets and major satellites in the solar system contain autonomous colonies or independent "nations." Sublight "manned" exploration of nearbye stars begins.

102B: Culture

Culture is the way in which a society of beings collectively live their lives, including their common values and outlook on life. It is not necessarily the outlook of a single member of that society, but it will at best color or modify his perceptions, attitudes, prejudices and actions. It is a significant factor in later background checks. It is worth noting that on the whole, most nations during the 20th century fall into the Developing or Dynamic culture status, with more than a few who fit the concept of "Barbaric."

Instructions: Roll a d100, add the character's *TekMod* and match the result against *Table 102B: Culture.* Following each culture is a Culture Modifier Number (*CuMod*). Record this number on line 102B of the Die Rolls Modifier box in the upper right corner of the history worksheet. This modifier value will be used later in the book to modify other dice rolls. Write the culture level on line 102B.

Read the instructions for Level, Survival Skills and Education Points below, along with culture description, record any important information, then continue on to *Table 103: Social Status.*

102B: Culture (Roll a d100+*TekMod*)

d100	Level	CuMod	Survival Skills	Education Points
01-05	Degenerate	0	6 Ranks	1d4 points
06-12	Primitive	0	7 Ranks	1d4 points
13-15	Retrogressive	2	6 Ranks	1d4 points
16-20	Nomadic	6	7 Ranks	2d4 points
21-30	Barbaric	2	6 Ranks	1d4 points
31-60	Developing	6	6 Ranks	3d4 points
61-101	Dynamic	10	7 Ranks	4d4 points
102-105	Stagnant	4	4 Ranks	1d6 points
106-110	Decadent	8	5 Ranks	2d6 points

Level: This is the general classification for the culture in which the character is born. Each culture has its own gameplay benefits and roleplay suggestions. The player or GM may wish to match these culture descriptions with ones in his own game world.

Survival Skills: These are the skills a character needs to survive in one of the three basic environment classes: Wilderness, Rural and Urban (see page 8 for more details). The Survival Skills column on *Table 102B: Culture,* gives the number of skill Ranks that the character may divide between the three environment classes. At least half of these Ranks should be applied to the character's primary environment (probably where he grows up). The remainder can be divided between the other two environment classes. Feel free to shift these numbers around as the character develops further.

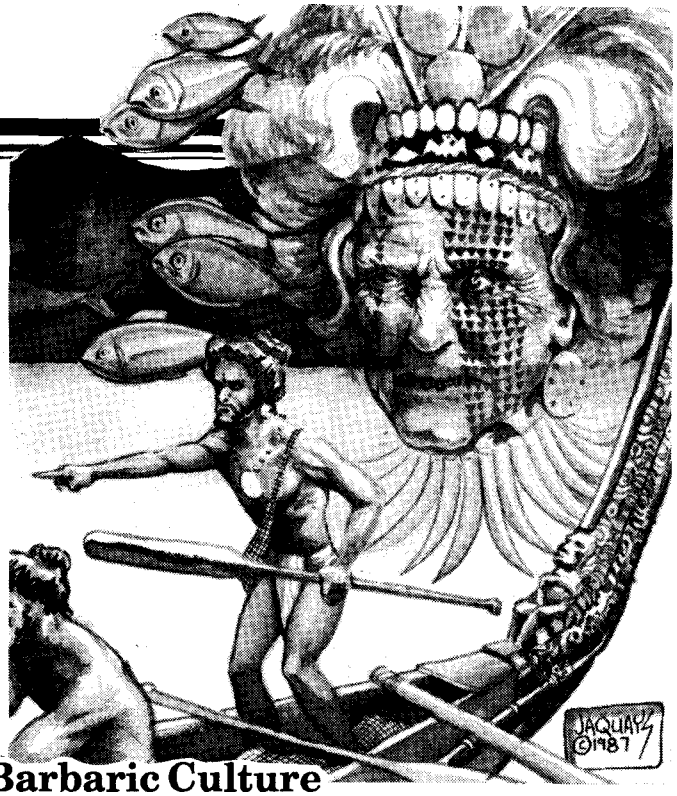
Education Points: Culture also affects education. The points gained from this dice roll are added to the base education points provided by Tech Level and recorded in space 102 on the history worksheet.

Roleplay: Roleplaying a character from one culture within the confines of another culture may initially seem difficult. Yet it becomes much easier if you look for simple guidelines. Just imagine what it would be like for you to be placed in a totally new environment where nothing was familiar, neither customs, language nor day-to-day chores.

All but the most trusting people are naturally suspicious of anyone from another culture — it's an extension of fear of the unknown. This can be expressed as cautious curiosity, fearful hatred and persecution (that which we do not understand is evil and therefore must be destroyed) or even fearful awe and wonder (Primitives treating beings of higher Tech Levels like gods is cliché).

Another cliché is for characters from one culture to look down on folk from another (or the "You are different, therefore inferior" attitude). Though useful in playing some NPCs, this kind of prejudice is as counterproductive in gaming as it is in "real" life and player characters should try to avoid it.

Table 102 continues on the next page . . .



Primitive Cultures

Primitives do not read and write their own language and do not form significant permanent settlements. The chief industry of Primitives is the procurement of food, usually by hunting (traditionally a male role) and gathering (traditionally the task of women, children and the elderly). They do not work metal and organized farming is still rare. Still, many many Primitives may possess and even worship items from higher Tech Levels. Political units are the family and the clan. Rulers are the most powerful warrior/hunters of the group. The elderly are revered for their wisdom. Historical Primitives include most prehistoric peoples, many American Indian and Arctic tribes, Australian aborigines, African bushmen and pygmies, Amazon jungle tribes, Pacific Islanders, and New Guinea natives.

Gameplay Benefits: This character automatically has +1d3 ranks of Wilderness Survival skill. A Primitive character learns basic weapon use at Average capability and hunting/gathering skills to Fair competency. The learned weapon is usually a club, spear or bow and arrow. All adult, male Primitives (and some females) can create weapons from natural resources (flint and wood become a spear, a tree root a spiked club, etc.). If he or she remains within a Primitive Culture, a beginning character will always possess at least one hand weapon. A character from a Primitive Culture has only a base 5% chance to be literate. Since Primitives have no written language, this will always be the language of another culture.

Roleplay: Characters born into Primitive cultures tend to be superstitious. Tradition is important to them. They are often distrusting of "higher" levels of Culture, viewing their accomplishments as evil. A Primitive character will probably be less willing to accept the "benefits" of civilization and may even suffer from exposure to civilized cultures. The challenge when playing a primitive character thrust into a modern setting is not to rely on stereotypes. Yes at first it all seems like magic and evil spirits, but remember: this character comes from a culture in which mere survival is a daily fact of life. He or she will learn to survive and make the technological wilderness bend to serve his or her needs.

Nomadic Culture

This culture does not build lasting structures, but instead focuses its energy on transportation—the task of moving its people from place to place. Governments focus on strong leaders, whose control often does not extend beyond his clan or tribe. Examples of Nomadic folk include classic Gypsies, Bedouins, shepherds, trucking families, migrant laborers, or rebel biker gangs.

Other Culture: Roll a d6. On a result of 5-6, roll again on *Table 102B: Culture* to obtain a second description of this culture, such as a Developing Nomadic culture, or a Decadent Nomadic culture. Use the lower of the two *CuMods*.

Gameplay Benefits: Character learns to drive or ride the vehicle or beast common to his people at Rank 4. Character has 1d4 Ranks of skill at navigating and path-finding in his culture's primary environment and at caring for or repairing their transportation. A beginning player character has a 40% chance to possess the basic transportation of his people (ofte in poor shape).

Roleplay: A Nomadic character may be afflicted with wanderlust and become uncomfortable when tied down to one locale. A Nomadic character will always feel out of place in a city and often distrust those who live in them. A Nomadic character may have a kind of wild vitality, a lust for life that has been lost by the "civilized."

Barbaric Culture

Barbaric cultures live by the cruel exploitation of others. They can be found at any Tech Level, though they are more common at lower levels. Barbaric cultures are typified by charismatic dictators, feudalism, divine right of kings and so on. Power is secured and maintained by racism, violence, ignorance, and fear. Rights for those without power are unheard-of. Cruelty is commonplace. Sentient life has little value ("Not-like-us" people have no value). Although it is possible that Barbaric cultures might develop their own technology, it is just as likely for them to take it from another culture by force. Typical Barbaric cultures might be pirate outposts, Nazi Germany, Stalinist Soviet Union, Cold War Era eastern Europe, South Africa, and many third world dictatorships. Many 20th century nations (even allegedly enlightened and free ones) possess this cultural attribute to some degree.

Other Culture: Roll a d6. On a result of 5-6, roll again on *Table 102B: Culture* to obtain a second description of this culture, such as a Developing Nomadic culture, or a Developing Barbaric culture. Use the lower of the two *CuMods*.

Gameplay Benefits: Character learns weapon-use (usually a gun or other hand weapon) at Rank 3. Roll a d6. On a result of 5-6, select one Darkside personality trait from *Table 641C: Darkside Traits*. Add +1 bonus to character's Strength and Constitution attributes for merely surviving to adulthood.

Roleplay: Barbaric cultures often focus upon some form of "hate," either racism, religious bigotry, or class suppression. Barbaric characters commonly view themselves with inflated racial or nationalistic pride. They dislike and persecute members of other races, classes or cultures whom they perceive to be weaker than they are.

Developing Culture

This is a culture that is making great strides to improve itself technologically, socially, and morally. Usually it is coming up from Barbarism or making a comeback from Decadence, or Retrogression (see below). A Developing culture is a "Civilized" culture. Its governments favor those that offer representation of the peoples' interests—anyone can grow up to become the leader of the nation. Its people are aggressive, have a good self image and a desire to make things better for themselves and their children. These people

Table 102 continues on the next page . . .

often place substantial emphasis on the moral concerns of technology development. This is the United States of America of the early 20th century and how its citizens still imagine themselves.

Gameplay Benefits: Roll a d6. On a result of 3-5, select one Lightside trait from *Table 641A: Lightside Traits.* On a result of 6, select 1d3 Lightside personality traits from *Table 641A: Lightside Traits* and one trait from *Table 641B: Neutral Traits.*

Roleplay: A character from a Developing culture could easily have a pioneer spirit, willing to take risks for the good of other people instead of personal gain. Emphasis is placed on Lightside values (see *Table 312: Attitude & Alignment*).

Dynamic Culture

This is a culture marked by rapid growth, development and expansion. New ideas and technologies are being discovered and exploited. Technology is advancing by leaps and bounds, often progressing a full Tech Level within a generation or less. However, the fast growth also outpaces the ethical application of the new discoveries, leaving the culture wide open for future disasters. Governments are similar to Developing cultures, but access to real political power moves out of the grasp of common people. Class stratification increases as fewer and fewer people profit from new discoveries. It is a time of "Humanistic" theology, imagining the people of the culture to be the apex of creation, the "gods" of their universe. This is the U.S.A in the latter decades of the 20th century.

Gameplay Benefits: Roll a d6. On a result of 3-5, select one Neutral trait from *Table 641B: Neutral Traits.* On a result of 6, select 1d3 Neutral personality traits from *Table 641B: Neutral Traits* and one trait from *Table 641C: Darkside Traits.*

Roleplay: Dynamic cultures are often self-centered, caught up in the wonderfulness of themselves. In their eyes, they can do no wrong (nor take responsibility for their individual failures). It is a culture of great Ego, one that believes that great risk taking and great intellect should earn great reward. Moral bankruptcy has begun. A character from here might share those values. Emphasis is placed on Neutral values (see *Table 312: Attitude & Alignment*).

Decadent Culture

These are cultures past the peak of their prime. Decay, particularly moral decay, has set in at all levels of society and the people have become pleasure-loving and jaded. Tech Level remains constant, and few significant gains are made. Governments are commonly those which function best with multiple layers of carefully partitioned authority and responsibility (like Bureaucracies, Corporations, and Democracies). The government becomes self-perpetuating and heedless of the people's needs. Although government support of the Poor is predominant, previously common civil liberties and government services begin to disappear. Inflation and unrestrained crime are often rampant.

Gameplay Benefits: Street-smarts, survival in the streets, come naturally to this character. Give him 1d3 additional skill Ranks of Urban Survival skill. Roll a d6. On a result of 1-3, select one Darkside trait from *Table 641C: Darkside Traits.* On a result of 4-5, select 1d3 Darkside personality traits from *Table 641C: Darkside Traits* and one trait from *Table 641B: Neutral Traits.* On a result of 6, treat as a result of 4-5 but also select one exotic personality trait, on *Table 642: Exotic Personality Traits.*

Roleplay: It is not uncommon for citizens of these cultures (even the lowliest slaves and street folk) to believe that their culture is not only at its dynamic prime, but that it and they are vastly superior to everything else. A character could easily have a haughty attitude, looking down his nose at everything. Simple pleasures might easily bore a person. On the other hand, they could be so foreign to the character that they intrigue him to no end.

Stagnant Culture

No gains, either technological, sociological or artistic are being made, or even have been made in recent memory. This culture has remained as it is now for decades, generations, even millennia. They may not want to make changes, for this is a people steeped in a "We've always done it this way before" tradition. The people may not perform actual work, but instead pursue elaborate hobbies. Governments tend to be self-serving with emphasis on struggling (usually against themselves) to merely maintain the status quo. Some Middle-Eastern nations reflect aspects of this culture.

Gameplay Benefits: Character has 1d4+2 skill ranks at a low-Tech occupation—one passed on to him by his ancestors. Select on *Table 413F: Lo Tech Occupations.*

Roleplay: Characters born into Stagnant cultures may not believe that innovations are possible. Tradition is important to them and they are uncomfortable with change.

Retrogressive Culture

This is a Stagnant culture which is slowly losing the technological, social and cultural gains of earlier generations. Their Tech Level slowly, but surely slips backwards towards lower numbers. Governments tend towards either dictatorial or authoritarian rule, or the "wisdom" of elders. This is not a common 20th century culture, though it might be representative of Cold War era Eastern Europe.

Gameplay Benefits: Character begins with 1d3 objects (no real estate) from *Table 853: Gifts & Legacies.* Any weapons or devices possessed by the character are of 1d3 higher Tech Levels (but if they fail, they cannot be repaired).

Roleplay: Character may have a "relationship" with any technological devices in his keeping, nurturing them along like a sick friend. He may also covet devices of higher Tech Levels, seeking to replace lost or damaged items in his own inventory.

Degenerate Culture

This is a people living within the ruins of their former greatness, unable to understand, let alone duplicate the technological feats of their forebears. They are at least one, possibly even three or more levels beneath their ancestor's Tech Level. They are often superstitious, even worshiping their ancestor's lost technological mysteries. The term "degenerate" does not necessarily reflect the society's moral status (as is true with a Decadent culture), though more often than not, their societies function like savage tribes with Primitive, Nomadic or Barbaric cultures. This is not a typical 20th century culture.

Gameplay Benefits: Character begins with 1d3 objects (no real estate) from *Table 853: Gifts & Legacies.* These are an inheritance and may even have sacred status (technological devices have only a 50% chance to be functional). He will usually have Rank 3 skill in the religious knowledge of his people.

Roleplay: Characters born into Degenerate cultures tend to be superstitious. Tradition is important to them. They may have a "ritualistic" approach to using devices akin to some complicated religious ceremonies. They are often distrusting of unfamiliar technology or culture, viewing their accomplishments as evil.

From Here — Continue on to Table 103: Social Status . . .

103:
Social Status

103: Social Status (Roll a d100 + *CuMod*)

d100	Social Level	SolMod	TiMod	Education
1-15	Destitute	0	3	-1d4 points
16-40	Poor	2	3	—
41-84	Comfortable	4	3	+1d4 points
85-86	(reroll on this table, but do not add *CuMod* to roll)			
87-95	Well-to-Do	5	3	+2d4 points
96-99	Wealthy*	7	3	+2d6 points
100-110	Nobility**	(+5)	**	+1d6 points
—	Extremely Wealthy	10	3	+3d6 points

* Some Wealthy characters will be Extremely Wealthy. Roll a d100. If the result is less than or equal to the character's *TiMod,* then he or she is Extremely Wealthy.

** Read the special instructions under the Nobility section on the next page.

Within a Culture, the social standing of a character's parents can affect the attitudes that a character will have about himself and others. Social Status is like a Subculture within a Culture. The basic attitudes and skills of the Culture remain, but they are modified by Social Status. Social Status within a given culture is relative. A prince in one society could be little better than a pauper in another.

Social Status indicates the general wealth of the character's family. Should subsequent events so dictate, this wealth could become the character's fortune, or lack thereof. It is possible for the course of events in a character's life to change his Social Status for better or worse. For a beginning character, it affects initial starting money—a Wealthy character will usually have more money than a Poor character.

Instructions: Roll a d100 and add the *CuMod* from *Table 102* to the result. Following each Social Level entry is a Social Level Modifier (*SolMod*). Write the selected Social Level on line 103 of the worksheet and the corresponding *SolMod* value in the Die roll modifiers box. The *SolMod* is used to modify other die rolls. Modify the character's Education Point total (see below), read the roleplay notes and the Social Level description, then go to *Table 104: Birth & Family.* Record the character's literacy chance on line 103 (see page 8 more more information on Literacy).

Education Points: Add (or subtract) the indicated number of points from the character's Education point total.

Roleplay: Like culture, the character retains at least some of the values and attitudes of the Social Status of his birth, even though he later changes social standing. The longer a character spends in a Social Status level, the more he adopts the attitudes of that social standing. A Poor character who becomes Well-to-Do may initially be frugal, but the longer he lives the good life, the more concerned he becomes about appearing Wealthy.

Destitute

These people are considered the dregs of society. They own no property, and may have no fixed home. Some perform no real work and are often unemployable. Others are in debt to a conniving employer and live at his whim. Still more barely live off what meager bounty the land provides. These folk may often be a class or "race" who are discriminated against by others. Their chief industry is foraging and scavenging. This is survival level—no luxuries. Money is rare and all income goes toward staying alive. Includes street people, unemployables, backwoods folk, sharecroppers, the lowest classes in third world lands, and unfortunate Primitives.

Gameplay Benefits: Literacy chance is -30% to the base Tech Level chance. As a child, a Developing, Dynamic, Retrogressive or Decadent character attains Rank 3 skill in street fighting (Dagger and Brawling). As an Adolescent, this skill increases to Rank 4. In a Developing, Dynamic or Retrogressive Culture, the character has a 40% chance to have Underworld Experience (see *Table 526: Underworld Events*). In a Decadent culture, this rises to 60%.

Money: 25% of normal starting money. No sane or honest person outside the character's own Social Level will loan him money (unless they do so as an act of charity).

Roleplay: Destitute characters may believe that they have no real control over their own lives and exist merely at the whim of others, whether it be the gods, the wealthy or just anyone who is not Destitute. This attitude might be expressed as hopelessness, or become hatred and revenge against either society or those believed to be the cause of his misfortune.

Poor

Poor people have comparatively low income. They usually do not or cannot own property. Dwellings may be government subsidized and usually of lesser quality, sometimes due to uncaring landlords who may also be the Poor person's employer. Transportation is usually old and/or previously owned. Non-Nomadic Poor rarely travel and almost never leave the country, state or province of their birth. Luxuries include nice food, heat, pets and clean water. Includes most laborers, low-level craftsmen and technicians, soldiers, peasants, public welfare recipients, many farmers, apprentices, and low-ranking office or factory workers.

Gameplay Benefits: Literacy chance is -15% to the base Tech Level chance. As an adolescent, the character has a 50% chance to attain Rank 3 rating in street fighting. Character has a 15% chance to have Underworld Experience during Adolescence (see *Table 526: Underworld Events*).

Money: 50% of normal starting money. Character will have difficulty borrowing anything more than small change from other than criminal sources.

Roleplay: The Poor must work hard to keep what little they have, otherwise they would be Destitute. A Poor character might always be concerned about having enough to get by; but the Poor usually have hope — that they or their children might have a better life if they can work hard and long enough (though government hand-out programs often sap these folk's self worth). A character from this Social Level may long for a better life, or she could be satisfied with the way things are. Hard work is good and the rewards enjoyable. Of all the Social Levels, the Poor are most likely to emphasize religious matters in their lives or be superstitious.

Comfortable

This is the middle class of any Culture, regardless of the Tech Level or average wealth of its citizens. These folk usually live in clean, nicely apportioned homes or apartments, often in better

Table 103 continues on the next page . . .

neighborhoods. They eat regularly and occasionally very well. Children are schooled and often go on to higher education. They usually own a modest automoblie or other inexpensive vehicle. Luxuries include travel vacations, good food, the ability to hire occasional menial services, nice clothing, and leisure devices. This class includes experienced factory workers, mid level office workers, professors and teachers, skilled craftsmen and technicians, highly-skilled laborers, lower government officials, low-ranking military officers, lesser clergy, and shopkeepers.

Gameplay Benefits: Character has a +5% to base Tech Level chance to be literate. Character has a 35% chance to own a sport weapon (e.g., a hunting rifle, target pistol, even a crossbow).

Money: 100% of normal starting money. Character has no problem borrowing moderate amounts of money at fair rates.

Roleplay: Folk from this Social Status are considered to represent the mainstream of their Culture's beliefs and attitudes.

Well-to-Do

These folk are the upper end of the middle class. They typically *own* larger homes, have a household servant (a cook and/or maid), have conspicuous private transportation, and travel abroad. They often own more than one well-appointed home in more than one city or resort area. Their children are privately educated and attend prominent universities. Luxuries include elegant furnishings, original artwork, libraries, parties, fine clothing, and some exotic foods. This class includes younger offspring of Nobility, highly skilled craftsmen and technicians, high-ranking military officers, successful merchants, ship owners, high-ranking clergy of prominent religions, high-level office and government workers.

Gameplay Benefits: Literacy chance is +30% to the base Tech Level chance.

Money: 150% of normal starting money. He has no problem borrowing good-sized sums of money at reasonable rates.

Roleplay: Outward appearances are often the be-all and end-all of this Social Status and these folk may try to act like they are Wealthy. A strong tendency here to look on lower Social Statuses as something bordering on "unclean" and to attempt to associate only with those of equal or higher status. Of all Social Statuses, Well-to-Do folk are probably the least tolerant of their children becoming adventurers ("What will the neighbors think?").

Wealthy

These people are rich. They own large estates, have many servants, plush furnishings and large holdings of commercial property. They usually make their money from investments, real estate holdings, commodities and gouging poorer folk. What most lower social levels see as luxuries, they take for granted. This class includes most Nobility, high-placed clergy of rich religions, owners of very successful companies, political and criminal leaders.

Gameplay Benefits: Literacy chance is +50% to the base Tech Level chance. Character will usually have a finely furnished home, a vacation retreat in a nearby wilderness or resort area, an expensive new personal vehicle, fine clothing, 1d3 pieces of jewelry worth 10x starting money each, 1d3 sport weapons (can be automatic). Character has a 75% chance each to have a vehicle from *Table 864: Vehicles* and one item from *Table 854: Perks & Stuff.*

Money: 300% of normal starting money. Character has no problem borrowing large sums of money at favorable rates.

Roleplay: A Wealthy character is accustomed to the finer things in life and may be uncomfortable "roughing it." It may be hard for this character to accept someone from a lower Social Status as an equal.

Extremely Wealthy

Like the Wealthy, they have heaps of money. However, they view the *merely* Wealthy as cheapskates. Extremely Wealthy folk own estates the size of small countries, have armies of servants (and often an army), throw parties that would beggar most cities, and are often quite eccentric. They include heirs of old family fortunes who have continued to expand their holdings, national rulers and ruling Nobility, and owners of huge, grossly successful, multinational, heavily diversified corporations.

Gameplay Benefits: Literacy chance is +50% to the base Tech Level chance. The character has a 30% chance to be able to speak 1d4 other languages. Character has a vehicle from *Table 864: Vehicles* and a 75% chance to have 1d3 items from *Table 854: Perks & Stuff.* Within reason (the GM's), a character can begin with just about anything he desires, including fine clothing, unusual equipment, ground vehicles, small aircraft, armament, exotic technology, even a largish sea-going yacht. Reasonable availability of items should be a limiting factor.

Money: Within reason, the character has as much money as he requires — as long as he is at home (limit this to 20x the normal starting money). Character has no need to borrow money unless he is bankrolling a country or a war.

Roleplay: Chances are that she will believe that money solves all problems. She may never have been exposed to the seamier side of life and may have no concept of what it is like NOT to have a desire gratified instantly. Although cliché, the "spoiled rich" kid routine could easily fit her. Also, see Wealthy roleplay guidelines.

Nobility

The character who rolls this is a member of a titled Noble family, the aristocracy of old. A Noble is only likely to have come from a country in which hereditary nobility is still recognized. In the 20th century, it no longer implies wealth or power, only that the character's family once wielded them. These folk have fancy titles, and may be generally better off than their fellows, yet they may also be paupers, tied to large estates which have drained family resources due to inflation and taxation. Follow the instructions below to select titles, lands and so on, then return here.

Research: investigate the character's country of origin. Find out what titles may be given to Nobles. Determine if Nobles in that land wield any real political or social power. If a country never had a titled aristocracy (e.g., the U.S.A. or Canada) select an ancestral country of origin on *Table 101: Character Origins.*

Special Instructions: Go to *Table 746: Nobles* to determine the Noble title of the character's parents and other details. Finally, reroll Social Status on this table (to find out the family's wealth and current situation), adding the *TiMod* from *Table 746.* Reroll results of 100 to 110. Add 5 to the resulting *SolMod.* The maximum possible *SolMod* for a Noble is 15.

Gameplay Benefits: Literacy chance is +20% over the base Tech Level + Social Status chance. Education bonus is added to Social Status education points. A Noble character has a 50% chance to have a strange personality quirk, selected from *Table 642: Exotic Personality Traits* and 1d3 items from *Table 853: Gifts & Legacies* as a family inheritance.

Money: Money is determined by Social Status.

Roleplay: Even a Destitute Noble will consider himself to be better than others. The importance and role of Nobility will vary with the Culture. They may be dynamic hereditary leaders, able to command men to their deaths, or pleasure-loving parasites, tolerated only out of tradition. Read the roleplay guidelines under *Table 746: Nobles* for further help in roleplaying this character.

From Here — Continue on to Table 104: Birth & Family . . .

104:

Birth & Family

A character's life begins among his family. Though they may not figure heavily into her later adventures, a character's first values come from her family. It is here that she may place her strongest allegiances.

104A: Birth Legitimacy

An illegitimate child is a child begotten of a woman not married to the father and who is not adopted by the father's family.

Instructions: Roll a d20. If the result is 19+, the character is illegitimate and has a *LegitMod* equal to 1d4. Subtract the *LegitMod* from the character's *SolMod* to get the character's new *SolMod.* Record birth legitimacy on line 104A of your worksheet. Go to *104B: The Family.*

Gameplay Notes: If a Noble character is illegitimate, he gains no further benefit from his *TiMod*, unless he is the sole heir of his Noble parent.

104B: The Family

Most characters begin life as part of a family group, often including a mother and father, a few brothers and sisters and often additional relatives who make up an extended family.

Instructions: Roll a d20. Match the result against *Table 104B* to determine the type of family arrangement. Write the result on line 104B of the character worksheet and go on to the next step, *104C: Siblings and Birth Order.*

Roleplay: The family is the core of a character's early growth. A character who grows up surrounded by relatives often has a different perspective on life than a child raised by a single parent. Family may be relied upon for aid in times of need.

104C: Siblings & Birth Order

Chances are that the character has or had one or more brothers or sisters. Birth order affects things like inheritance, family influence, career, titles and personality.

Instructions: To find the number of siblings (if any) known to have survived birth, roll a d6 -1. Record this number on the worksheet. Next roll a d6 again. If the result of this roll is less than the number of siblings, it then represents the character's order of birth. If the number is greater, then roll for Hi/Lo. Hi = character is firstborn. Lo = character is last born. Record the order of birth on the worksheet, then go on to *Table 105: Place of Birth.*

Roleplay: Siblings can be best friends, ardent rivals or even worst enemies. They can be ordinary people or they can be exceptional individuals whose talents outshine the character's own (imagine always living in the shadow of a more successful brother or sister). You may wish to further expand upon siblings by giving them names, sexes, ages, and so on.

First borns may be more aggressive and receive most of their parent's attention and resources. A younger child may try to live up to an older sibling's reputation, or take on a "why even try" attitude.

Gameplay Benefits: First borns usually inherit Noble family titles. Any other inheritance is divided equally among the character and his siblings.

1d20 104B: The Family (roll 1d20)

1-7	**Two Parents** (if illegitimate, parents not married).
8-10	**One Parent.** Roll Hi/Lo. Hi = Mother. Lo = Father.
11	**Creche.** Communal child-rearing.
12	**State-run Center.** Communal child care.
13	**Aunt and Uncle.**
14	**Older Sibling.** Roll Hi/Lo. Hi = Brother. Lo = Sister.
15	**Grandparents.** +1d4 Siblings.
16	**Guardian.***
17	**None known.** Left to fend for self. Change Social Status to Destitute (+d3 Ranks to Survival Skills).
18	**None known.** Raised in an Orphanage. Change Social Status to Poor. **GM ONLY:** See entry #104B on *Table 965: GM 's Specials.*
19	**Other Relation.** Select on *Table 104D: Other Relations.*
20	**More Relatives.** Reroll basic family type, ignoring rolls higher than 18. Then select 1d6 additional relations from *Table 104D: Other Relations.*

* If the roll indicates that the character was raised by a guardian, roll 1d20. If the result of the roll is 8 or less, refer to *Table 745: Guardians.* If the result of this roll is greater than 8, then the character was orphaned at birth and adopted into a more-or-less normal family group. Roll a second time on this table, rerolling results of 14 or higher.

104D: Other Relations

Use only if directed here by another table

Instructions: Roll 2d8 on the table below. Unless the relative has an obvious sex (such as a mother), roll Hi/Lo to select the relative's sex. Hi = female. Lo = male. Also, for relations outside the immediate family, determine which side of the family the relative is related to. Roll for Hi/Lo. Hi = Mother. Lo = Father.

Note: The possibility of Time Travel in some games makes situations involving distant descendants or ancestors and even the character's own children possible — use discretion.

2d8 104D: Other Relations (roll 2d8)

2	**Child.** Roll Hi/Lo. Hi = Son. Lo = Daughter .
3	**Distant Relative.** Shares a common ancestor.
4	**2nd Cousin.** A cousin's child or a parent's cousin.
5-6	**Sibling.** Roll Hi/Lo. Hi = Brother. Lo = Sister .
7	**Spouse** (husband or wife).
8	**First Cousin.** The offspring of an uncle or aunt.
9	**Aunt or Uncle.** Roll for Hi/Lo. Hi = sibling of a parent. Lo = spouse of a a parent's sibling.
10	**Great Aunt or Uncle.** Sibling of a grandparent.
11	**Parent.**
12	**Grandparent.** Parent of a parent.
13	**Great Grandparent.** Parent of a grand parent.
14	**Ancestor.** Roll a d3 and add 1. The result is the number of generations removed from the character's grand parents (Great Grandparent, Great-great Grandparent, etc.).
15	**Descendant.** Roll a d3 and add 1. The result is the number of generations removed from the character.
16	**Mysterious.** The person claims to be a relation, yet the character was not aware of the person's existence. Reroll the relationship, ignoring rolls over 15. **GM Only:** see entry #104D in *Table 965: GM 's Specials.*

From Here — Continue on to Table 105: Place of Birth

105:

Place of Birth

Your character was probably born somewhere, possibly some place unusual (or even someplace exotic).

Instructions: Roll on *Table 105A: Place of Birth.* "Super Hero" and Horrors genre characters add +5 to their rolls on this table. Each entry on this table is accompanied by a number in parentheses. This number is the character's *Birth Modifier* or *BiMod.* Write the Place of Birth on line 105 on your worksheet and the *BiMod* in the Die Roll Modifiers box. From here, go to *Table 106: Unusual Births* unless told otherwise.

Record the character's home world on line 105 as well. If no specific world is mentioned, assume it is the game world.

Roleplay: Imagine the circumstances that would have brought the character's mother to the location of birth. Could there be some event or individual that caused the character to be born here? How does it fit in the with character's Technology Level, Culture or Social Status? Would it be normal for a character to be born under unusual circumstances?

105A: Place of Birth (roll d20*)

(* Super heroes and horror characters add a +5 to the roll)

d20	BiMod	Character was born:
1	(5)	In a field (out in the open, not in a building)
2	(5)	In a forest (in the trees, not in a hut or house)
3-4	(5)	In a barn (or other farm building)
5-7	(5)	In the character's family home
8	(+5)	In a combined exotic location. Select two locations on *Table 105B: Exotic Places*, combine them together and add the *BiMods*.
9	(0)	In a swimming pool (the natural birth idea)
10-11	(5)	In a foreign land (roll on *Table 101: Character Origins* to determine the land, and then roll again on this table for more information. Add any resulting *BiMods*.)
12-17	(0)	In a hospital
18-19	(5)	In a vehicle while travelling. Roll a d4 on the subtable below:
		1 In a wagon **2** In a motorized land vehicle **3** In a sea going vessel **4** In an aircraft
20	(+5)	In an exotic location. Select it on *Table 105B: Exotic Places.*
21-22	(5)	In a "special" organization's personal or affiliated hospital — guaranteed to be prepared for any strange births.
23	(5)	In the main hall at a gaming convention. Nobody was surprised.
24-25	(+5)	In a combined exotic location. Select two locations on *Table 105B: Exotic Places*, combine them together and add the *BiMods.*

105B: Exotic Places (roll 1d20)

Use only if directed here by another table

d20	BiMod	Character was born:
1	(10)	In a prison cell (might indicate that the character's mother was imprisoned at the time).
2	(20)	In a scientist's research laboratory.
3	(15)	In a temple of a good church or religion.
4	(5)	In a corporate building.
5	(5)	In a back alley.
6	(5)	In a brothel (this does not necessarily indicate that her mother was a prostitute).
7	(5)	In a palace. Roll a d4 on the subtable below.
		1 A local ruler **2** A powerful and influential ruler **3** A powerful evil despot **4** A powerful good being
8	(10)	On stage. Roll a d4 on the subtable below.
		1 Theater — either dramatic or operatic. **2** Television — "Live," during an interview. **3** Motion picture — used in the final cut. **4** Video — stopped the music, made the news.
9	(10)	In an area reputed to have a highly mystical influence.
10	(5)	In a bar or tavern.
11	(10)	In the sewers.
12	(5)	In a criminal hideout.
13	(15)	In the presence of monsters. Select the monster type on *Table 748: Horrors.*
14	(25)	Born within the gravitation effect of a black hole.†
15	(20)	In the temple of an evil or malignant cult.
16	(25)	In another dimension.†
17	(20)	In another time period.†
18	(15)	On another world. Use *Table 105C: World Types.*†
9-20	(+5)	Roll twice more on this table. Combine the results (and *BiMods*) in a workable way.

† Character was transported to this world 1d4 years after birth.

105C: World Types

Use only if directed here by another table

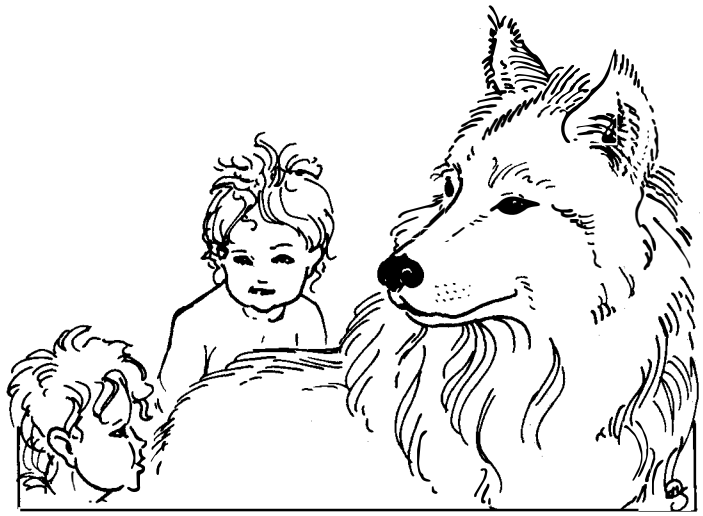
Instructions: Roll a d10. Characters are assumed to either be protected from, or indigenous to hostile environments.

d10	105C: World Types
1	**Volcanic world.** Active volcanism everywhere.
2	**Water/Swamp world.** Mostly seas, islands, and swamps.
3-5	**Earth-like world.** Much water, large land masses.
6	**Barren world.** Rocky and barely habitable.
7	**Glacial world.** Mostly ice and snow, but life can exist.
8	**Forest world.** Covered by huge tracts of virgin forest.
9	**Desert world.** Has atmosphere, but little or no water.
10	**Reroll.** Add 4 to the die roll result.
11	**Airless rock/ice-ball.** Like Earth's moon, heavily cratered.
12	**Hollow world.** Roll again for inside climate.
13	**Artificial world.** A world constructed by sentient beings.
14	**White dwarf or neutron star** (Incredibly heavy gravity).

From here continue on to Table 106: Unusual Births . . .

106:

Unusual Births



Heroic characters often begin their lives under unusual, dangerous or even mysterious circumstances. These events often knowingly or unknowingly shape their later lives.

106A: Unusual Births

Instructions: Roll a d100 and add the character's *BiMod* (from *Table 105*) to the result and match the total against *Table 106A* to check for the occurrence and number of unusual circumstances surrounding the character's birth. Characters to be used in either Super-powered or Horror-based games also add a +20 to this roll. Where the instruction indicates "d2 at +20" roll the number indicated by the dice roll with an add of 20, that number of events are to rolled at +20 on the die roll on Table 106B.

If one or more unusual occurrences took place, record the number on line 106A of the character worksheet and select them *106B: Birth Events.* If there are no unusual birth events, proceed to *Table 107: Parents & NPCs.*

Player Characters: If you are a player, creating a player character and the result on *Table 106* indicates that the GM is to determine one or more unusual birth circumstances, make a note of this on your character worksheet. Your character is not aware of the true nature of the resulting circumstance (or its effects have yet to reveal themselves). Let your GM make those rolls. He will then reveal any obvious results and make a note of the "truth." Discovery of the "truth" about a character's birth could easily become a motivation for the character.

Non-Player Characters: If you are a GM, creating a nonplayer character (NPC) and the result on *Table 106* indicates that the GM is to determine an unusual birth circumstance, make the roll, but assume that the NPC is unaware of the true nature of such rolls.

106B: Birth Events

This table is a collection of unusual events that can surround the birth of heroic characters. The mysterious nature of their births often foreshadows lives fraught with the unusual.

Instructions: Take the result from *Table 106A* and roll a d100 that many times on the table below, applying any modifiers as noted. If a later roll contradicts a previous roll, take the first result obtained. Reroll all duplicate results. Characters from Horror or Super Hero games add "plus 20" to all rolls on *Tables 106A, and 106B.* Record each birth circumstance on the lines provided in the NOTES & EVENTS section of the worksheet (line 106).

Roleplay: The circumstances surrounding a character's birth are often seen as omens that foretell the child's life. An asterisk (*) following the number on a table entry indicates that others who know of this occurrence may treat the character differently than they might a "normal" child. The character might be seen as being special, gifted, or even "unclean," something to be hidden away. Often the worst events are kept from the child, but probably believe that there is something special (for good or ill) about his life and his purpose in the ultimate scheme of things.

d100 106A: Unusual Births

(Roll a d100+*BiMod*—horror and supers add +20)

01-50	Nothing unusual occurred.
51-75	One unusual occurrence.
76	One unusual occurrence at plus 20.
77-82	Two unusual occurrences.
83-90	Two unusual occurrences — GM selects one.
91	Two unusual occurrences — d2 at plus 20.
92-94	Three unusual occurrences.
95-98	Three unusual occurrences — GM selects one.
99	Three unusual occurrences — d3 at plus 20.
100	Four unusual occurrences.
101-109	Four unusual occurrences — GM selects 1d2.
110 -116	Four unusual occurrences — GM select 1d3 at +20.
121-124	Four unusual occurrences — d4 at plus 20
125+	Five unusual occurrences — d5 at plus 20.

d100 106B: Birth Events (Roll a d100)

(Roll a d100+*BiMod*—horror and supers add +20)

01 Character was put for adoption at birth and was adopted by a rich, benevolent elderly couple. How rich? Go to *Table 103: Social Status,* and ignore the instructions there. Instead, make a d20+80 roll, with NO culture mod. Record the changes to the character's *SolMod, TiMod,* and Education in the appropriate places.

02-04 Father believes the character is not his child, but the offspring of another man (whether true or not).

05-07* Seasonally unnatural weather occurred. This might include blizzards in summer or soaring temperatures in winter.

08* The sky darkened when character was born (like an eclipse). If born at night, the moon and stars went dark briefly.

Continued ... ☞

Table 106 continues on the next page . . .

d100 106B: Birth Events (continued ...)

09-10 Concerned parents or relatives start a savings fund for the character when she is born. Character starts with 2x normal starting money, and will receive 5% starting money in interest monthly.

14-16* A person of note in the vicinity of the character's home died when he or she was born. Character could be blamed for the death, or he might be presumed to be a reincarnation of the deceased. Select person on Table *743: Others.*

17-18 Birth was such an unpleasant experience for the character. She was comfortable, warm, and well fed, and those doctors took all that away from her. To best reflect her trauma, go to *Table 642: Exotic Personality Traits,* and follow the directions.

19-20 The character's birth was well publicized, whether due to deliriously happy parents or due to his family merely being in the public eye, or just the strangeness of the situation. The local communication networks just overran with the news.

21 Not only did the doctor arrive just in time, she turned out to be a world-renowned brilliant surgeon and obstetrician. Events just seem to fall the character's way. This incredibly lucky character receives a plus 5 to his or her Luck attribute (if applicable) and a 25% favor from the GM on all randomly determined rolls concerning the character.

22-23* Mother died in childbirth. Select additional notes about the death on *Table 539: Death of a Loved One.*

24-25 Experimental chemical waste was dumped close by.

26-28 Due to complications, the character almost dies during birth. The doctors are amazed that the character lived. Add 1 to her Constitution attribute.

29* Due to complications, the character's twin dies during birth. Roll for Hi/Lo. Hi = character knows of it. Lo = it was kept a secret.

30-34 Character has identical twin (20% chance of being separated at birth). Also, roll a d6. On a result of 6, the twin's personality is drastically different than that of the character, possibly even opposite (if one became good and noble of spirit, the other might become evil and cruel).

35-38* A family member died the day that the character was born. Character could be blamed for the death, or he might be presumed to be a reincarnation of the deceased. Select person on *Table 104D: Other Relations.*

39-41 Character has a fraternal twin. Roll Hi/Lo to determine gender (Hi = female. Lo = male).

42-45 Character is hidden away to prevent others from the knowing of his birth.

46-48* A psychic declares that the character will be afflicted by an ancient family curse (that the character's family obviously thought was long gone) upon reaching adulthood. Once each *year,* the adult character (and those around him) may be afflicted by a tragedy. Roll a d6 on the character's birthday after he reaches adulthood. If the result is 5-6, then have the GM select an event on *Table 520: Tragedies* and work the outcome into the events of his campaign.

49* **GM Only:** see item #106B on *Table 965: GM's Specials.* Players STAY AWAY!

d100 106B: Birth Events (continued ...)

50-51* The house became infested with poisonous creatures the next day (someone may have been killed).

52-56* The character was put up for adoption upon birth. The character begins the background process over again for her new family, starting with *Table 102: Culture & Technology.*

57-58* Character was born with serious physical afflictions. Physicians replace 1d3 defective or missing body parts with artificial counterparts. The functional ability of the parts reflect available technology. Select the details on *Table 858: Exotic Features,* but make sure that the part is artificial.

59-60* The infant character was left to die (maybe in a trash bin?) by natural mother. Character is subsequently raised by foster parents who are given custody of the infant.

61-62 No one bothered to record the character's birth, and as a result, he's slipped through the cracks of official documentation. He cannot be traced, ID'd from a photo bank, or even fingerprinted, because no one knows that he exists. Of course, this makes buying anything on credit rather difficult (impossible?).

63 Reroll on this table without any dice adds.

64-72* Character is born immediately after a momentous event. Roll for Hi/Lo. On a Hi result, select the occurrence on *Table 520: Tragedies* . On a Lo result, select the occurrence on *Table 521: Something Wonderful....* **Roleplay:** Superstitious folk often associate one event with another. Others who know of this might easily believe the character's birth was related to the event.

73-81* Character is born with an unusual birthmark. Select mark on *Table 856: Birthmarks.*

82* At birth, the character is discovered to possess abnormalities. Select these possibly beneficial changes on *Table 858: Exotic Features.*

83-87 Character's mother attempted to kill character immediately after birth, but was prevented. No justification was given at the time for her behavior.

88 Character was one of a set of identical triplets.

89-93* Character is born during the occurrence of a noteworthy event. Roll a d10 on the subtable below to select the event.

1	First contact	6	A natural disaster
2	A war	7	A holiday
3	A rebellion	8	A plague
4	A journey	9	A famine
5	An attack	10	An astronomical event

94 Character born with 1d3 psychic powers. Select them on *Table 860: Psychic Powers.*

95-97 Character was lost in the wilds almost immediately after birth, and spent 3d6 years being raised by intelligent (for animals) wild animals. Choose a fairly "smart" animal from your your game world, and assume that the character can communicate reasonably well with it. Also, he probably has several skills now that are not normally available to humans (or does some much better).

98-102 A Mysterious stranger bestows a gift on the character at birth. Go to *Table 853: Gifts & Legacies* to find the nature of the gift. Roll a d6. On a result of 6, the character later learns the identity of the stranger. Use *Table 743: Others* to find this identity.

Continued ... ☞

Table 106 continues on the next page . . .

d100 106B: Birth Events (continued ...)

103 Roll Twice more and add 1d20 to the resulting rolls.

104-108* The character is indirectly responsible for another's death (an infant can't be directly responsible—can she?). Maybe they were hurrying to the delivery room. In any case, some people still blame her. Select the deceased on *Table 743: Others.*

109-113 Character is part of an unusually large multiple birth. Roll 2d4+1 to determine the number of surviving siblings. **Roleplay:** Character will have to deal with a small amount of lingering fame, due to the bountiful accident of his shared birth.

114-117* Character is the end product of a eugenics experiment to produce a super-being by way of selective breeding. Roll a d6 for each of the character's attributes (see pages 4 & 5). If the result is a 5-6, add 1d3 points to that attribute.

118-119* Character is the final test subject in experimental drug research. Roll 1d6 for each of his attributes (see pages 4 & 5). If the result is 6, add 1d6 to the that attribute. If the result is 1, subtract 1d3 from that attribute. Total up the number of attributes changed and multiply the total by 5. This is the percentage chance for the character to receive an item from *each* of the following tables. Make a separate check for each table.

Table 858: Exotic Features
Table 859: Serious Wounds (treat as a birth defect)
Table 860: Psychic Powers
Table 861: Appearances (reroll results that seem wrong)

120 The character WAS born yesterday. At least, that's as far back as he can remember. He's fully conscious and alert, but the body that he's in doesn't feel right. His memories and skills are not the ones he thinks he would have learned. Have the GM create the character's "real" background and let him learn it bit by bit through game play. How he ended up in this body is a matter of incredible circumstances best left to the GM.

121-126 The character's birth is genre specific to Horror and Super Hero genres (all others genre characters reroll). Use either *Table 540E: Super Birth Events* (for super hero types) or *Table 106C: Horror Birth Events.*

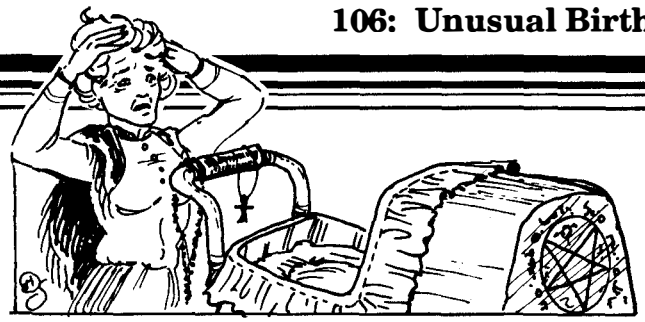
127-128 The character is a natural focus for strange phenomena, and weirdness just seems to follow her around. Fortunately, she has adjusted to his peculiar life. Add +20% to the character's Fear reaction, +20% to her Surprise adjustment (she just isn't fazed anymore), and +2 to her primary guessing attribute (like intuition, Insight, or for lack of another, Luck).

129-132 A genre birth has occurred—but not necessarily within the scope of the character's normal game genre. Resolve the birth on Table *540E: Super Birth Events.*

133-136 Horrible, ghastly things accompanied the birth. Make a roll on *Table 106C: Horror Birth Events* to find out what.

137-139 Fate has decided that the character starts life with a little excitement. Make two rolls on the genre birth table appropriate to the game. Use either *Table 540B: Secret Birth Origins* (for super hero types) or *Table 106C: Horror Birth Events.*

140 The laws of chance bend to the character's will—make two more rolls at +20 (this is in addition to the normal +20 received by supers and horrors to get here in the first place.)



d10 106C Horror Birth Events (roll a d10)

Use only if directed here by another Table

1* The character had a twin, but instead of crying, it bit the doctor and "ran" out of the delivery area. Character, if he concentrates, can "sense" the environment/location of the twin, although he may not always want to.

2* Really, really gross. That's how people described the events of the day that the character was born. Animals within a half mile died horrible deaths, usually by explosion. It's apparent to the character and no one else that she had nothing to do with it, because she finds that animals take well to her, and that she can "feel" their emotions and intents. She also knows that most of them died of fright that day, long before their bodies were destroyed.

3 **GM Only:** See entry #106C on *Table 965: GM's Specials.*

4* The character's primary caretaker claims to have seen ghosts the day that the character was born. She's the only one to have seen them.

5* Newborn character is the only survivor of an unexplained event that devastated his birthplace (from *Table 105: Place of Birth*). Some say that it was an encounter from beyond, and some say that it was a visitation of nether-worldly powers.

6* On the day that the character was born, the family received a battered letter addressed, correctly, to the newest family member—though the character's name wasn't public yet. The worn parchment contained one word, something like "precious," and a vow—"For you on your every birthday." Roll a d4. On a result of 4, the character discovers before his adventuring career begins that the sender has been offing people on a yearly basis (or something equally insidious) ... on the character's birthday.

7 Since the character was born "normal," he really doesn't fit in with the rest of his family. When the significant figures in his life, including his parents and siblings, are rolled up, use *Tables 748: Horrors, 858: Exotic Features,* and *642: Exotic Personality Traits* liberally. Yet the nice thing is, they are all decent, upstanding citizens—it's just that everyone else thinks that they're monsters or something (when only Uncle Boilermaker is a *real* monster).

8 Grandfather left the character a book and a note, which read "Do not read until you can, do not learn until you know, and do not begin to use until all else is ending." The book is completely illegible until the character's 2d12+4 birthday, when the powerful words become mysteriously visible. GM decides the effects.

9-10* Go to *Table 523: Horror Events* and follow directions to create an event occuring around the time of the character's birth. Assume that one or both parents are "the character."

From Here — Continue on to Table 107: Parents & NPCs . . .

107:

Parents & NPCs

A character's parents are really Nonplayer characters (NPCs). For most NPCs, just labeling them by their occupation or relationship to the character will be enough. For other important NPCs, you will want to create backgrounds as detailed as those you make up for player characters. Rather than use the regular method to create every NPC who needs a bit of history, it's nice to touch only the highlights and yet still get an interesting character. The following two tables reveal important aspects of an NPC, those that stand out when he is encountered.

Instructions: Make the NPC's appearance noteworthy. Select an item on *Table 861: Appearances*. Read the notes below then go on to *Table 107A*.

Special Notes about Parents: What a character becomes is greatly influenced by the beliefs, attitudes and lifestyle of those who rear him as a child or adolescent. In the best of situations, these are the character's parents; but can also be guardians or masters of an orphanage.

Table 107A: Occupations

Regardless of technology, culture or social status, all persons in a society are assumed to have a job, something that they do that provides food and shelter for themselves and their dependents.

Rather than say that the father or mother of a family is the principle money-earner, the term "head of household" is used. The head of the household is the parent upon whom society traditionally places the burden of support. This is often the father or male parent, but it may also be the most skilled worker in the family.

Instructions: Roll a d20 to select the Parent's or NPC's occupation. Note that this table merely selects the number of occupations in the household, not the actual jobs performed. Follow the directions given for the result. Select the Parent/NPC's job proficiency on *Table 418: Occupation Performance*. Then continue on to *Table 107B* to continue the NPC's (or parent's) development.

Note: If you are creating an NPC who already has an occupation, skip this table and go on to *Table 107B*.

d20 107A: Occupation (roll a d20)

1-12 Head of household (NPC) has one occupation. Use the appropriate occupation table for the parent's or NPC's Technology Level (see below).

13-14 Head of household (NPC) has one primary occupation which is performed full-time and a secondary occupation which is performed on a part-time basis. For the primary occupation, use the appropriate occupation table for the parent's or NPC's Technology Level and (see below). For the secondary occupation, repeat the process for the primary occupation, but do not add in any modifiers for Social Status.

15-16 Head of household (NPC) does not work. Other parent works. Use the appropriate occupation table for the parent's or NPC's Technology Level and Social Status (see below). For an NPC or single parent household, treat as a result of 13-14.

17-18 Both parents within the household have an occupation. Use the appropriate occupation table for the parent's or NPC's Technology Level and Social Status (see below) for each parent. For an NPC, treat as a result of 13-14.

19 Head of household (NPC) is or was an adventurer.

20 Head of household (NPC) does not have a readily apparent occupation of any kind. When money is needed, it just seems to be available. **GM ONLY:** See entry 107A on *Table 965: GM 's Specials*.

Which Occupation Table is the Right One?

Tech Level is used to select occupation types as shown in the chart below:

Tech Level 1 to 3, use *Table 413F: Lo-Tech Occupations.*

Tech Level 4+, use *Table 413A: Occupations.*

Table 107B: Noteworthy Items

For Parents and other important NPCs, this table determines the number of unusual events that have already taken place in their lives — the things they are best known for. These are the NPC's most outstanding features. Most features will either be readily apparent upon encountering the NPC or upon getting to know him better.

For parents and guardians, this table determines the number of things that a character remembers about the person or persons who raised and reared him through childhood or the things that those persons did or became that will eventually affect or involve the character. For the most part, these things will be applied to the head of the household.

Instructions: Roll ad3 once. The result is the number of rolls to make for Noteworthy Items about the Parents or NPC. Roll a d20 for each item, match the result on the table below, and record any important information about parents in area 107 of the character history worksheet (use back of sheet if necessary).

For Parents/Guardians Only: For each Noteworthy Item, roll both a d20 and a d6. The d20 indicates the entry in the table. The d6 determines to which parent (or guardian) the selected entry applies. A d6 result of 1-4 indicates the head of the household. A result of 5-6 indicates the entry applies to the other parent (or guardian). If only one parent (or guardian) is alive, then the results are all applied to that parent. If an orphanage is being rolled for, the results are applied to the head master or head mistress of the orphanage.

d20 107B: Noteworthy Items (roll a d20)

1 NPC is noted for an outstanding aspect of his personality. Roll a d8 on the subtable below to select this noted trait.

- **1-2** Noted for a Lightside personality trait. Select trait on *Table 641A: Lightside Traits.*
- **3-5** Noted for a Lightside personality trait. Select trait on *Table 641B: Neutral Traits.*
- **6-7** Noted for a Darkside personality trait. Select trait on *Table 641C: Darkside Traits.*
- **8** Noted for an exotic personality trait. Select trait on *Table 642: Exotic Personality Traits.*

2 NPC had 1d3 unusual birth circumstances. Select them on *Table 106: Unusual Births.*

3 Devotes time to a hobby. Go to *Table 419: Hobbies* to determine the hobby and the degree of interest in it.

4 NPC possesses an unusual item. Select the item on *Table 853: Gifts and Legacies.*

5 NPC is noted for his appearance. Select 1d3 additional appearance items on *Table 861: Appearances.*

6 NPC was affected by an exotic event which is spoken of often. Go to *Table 536: Exotic Events* to find what occurred.

7 NPC is noted for an unusual ability or physical feature. Select this oddity on *Table 858: Exotic Features.*

8 NPC has an obsession regarding something that had happened (or might happen), something that dominates the rest of his life. Roll a d6 on the following table to determine the focus of the obsession:

- **1** A relationship with someone. Go to *Table 743: Others* to determine the person.
- **2** A significant event from the past. On *Table 208: Significant Events of Youth,* determine what happened.
- **3** The working out of a personality trait. Roll a d6. On a result of 1-2, go to *Table 641A: Lightside Traits* to determine this trait. On a result of 3-4, go to *Table 641B: Neutral Traits* to determine this trait. On a result of 5-6, go to *Table 641B: Darkside Traits* to determine this trait.
- **4** The accomplishment of a motivation. Go to *Motivations* on page 10 to determine this goal.
- **5** Accomplishing a future event. On *Table 211: Significant Events of Adulthood,* determine what the NPC seeks to have occur.
- **6** Preventing a future event. On *Table 211: Significant Events of Adulthood*, find what the NPC seeks to stop.

9 NPC has a secret identity. Select the Social Status *(Table 103)* and occupation (as appropriate to Culture, see previous page) for the other identity.

10 NPC has a patron. Determine the details about this service relationship on *Table 535: In the Service of...*

11 NPC is a military veteran. Select the branch of service on *Table 529: Military Duties.*

12 NPC is very religious and constantly seeks to evangelize others to join his religion, faith, or cult. Select the religion worshipped on *Table 533A: Religions.*

15 NPC was originally from a different culture. Determine original home Culture on *Table 102:B Culture.*

d20 107B: Noteworthy Items (continued ...)

13 NPC is noted for and hesitant to speak of something that occurred. Roll a d4 on the subtable below to find the situation.

- **1** NPC is famous for the occurrence of a Significant Event, possibly even a hero. Determine what took place on *Table 211: Significant Events of Adulthood.*
- **2** NPC is persecuted or villainized for the occurrence of an event. Determine what took place on *Table 211: Significant Events of Adulthood.*
- **3** NPC is important in home village/town/city, not just another face in the crowd.
- **4** NPC won't speak of something that occurred in the past. **GM ONLY:** Determine what took place on *Table 211: Significant Events of Adulthood.*

14 NPC's relationship with his family involves one of the following. Roll a d4 on the subtable below.

- **1** NPC is particularly loving towards family.
- **2** NPC does not love family or children.
- **3** NPC is unfaithful to spouse.
- **4** NPC has married more than once, current spouse is number (roll 1d4).

16 NPC was originally of a different Social Status. Go to *Table 103: Social Status* to select the former social standing.

17 NPC is from a foreign place (1% chance its another world).

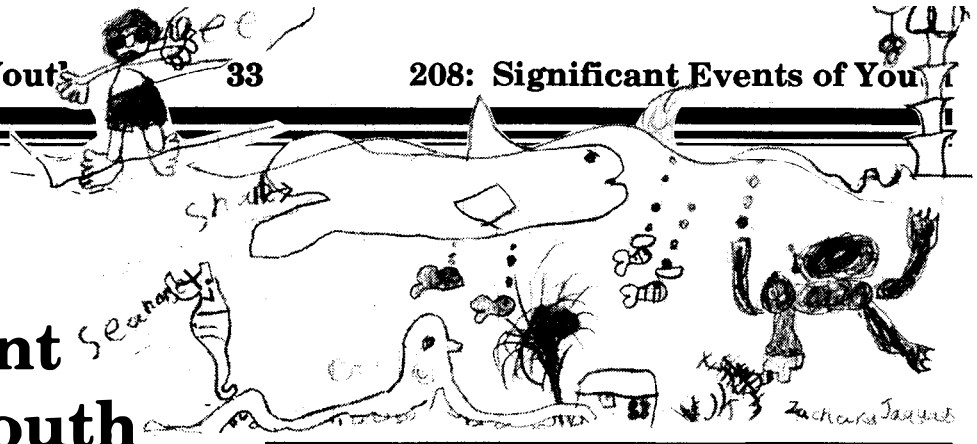
18 NPC has made friends and/or enemies. Roll a d6 once on the subtable below.

- **1** NPC has a Rival. Go to *Table 751: Rivals* to select the antagonist. If the NPC is the character's parent or guardian, roll a d6 on a result of 5-6, the Rival also includes and seeks out the character.
- **2** NPC has many enemies. Roll 1d10+2 to determine the number. Go to *Table 751: Rivals* to determine these antagonists. If the NPC is the character's parent or guardian, roll a d6 on a result of 5-6, the rivals also include and seek out the character.
- **3** NPC has many close friends (Roll 1d10+2 for their number). These folks usually dwell in the NPC's home town. If the NPC is the character's parent or guardian, they are known as "uncle" or "auntie." Because they are like family, they may be relied on for aid in times of trouble. Determine backgrounds for these folks only as needed.
- **4** NPC has 1d6+1 jilted ex-lovers (most are still angry!).
- **5** NPC had a companion. Select the companion on *Table 750: Companions.* If the character searches long enough, the old companion can be found.
- **6** NPC is/was a member of an organization. Select the type of organization on *Table 735: In the Service of ...* Members of that organization remember the NPC.
- **7** NPC has a dangerous enemy. Select the enemy on *Table 752: Villains.* If the NPC is the character's parent or guardian, roll a d6 on a result of 5-6, the enemy also includes and seeks out the character.
- **8** Roll twice more on this subtable, rerolling duplicates.

19 NPC was horribly injured once. Select the type of injury on *Table 859: Serious Wounds.*

20 NPC is noted for an extremely unusual personality. Select 1d3 exotic personality traits on *Table 642: Exotic Personality Traits* and link them together in some way. Togehter, they should make the NPC character even stranger, possibly a real weirdo.

From Here — Go on to Table 208: Significant Events of Youth . . .



208

Significant Events of Youth

In a sense, this is where the action begins. These are the events that occur during the character's "growing" years, the memories from childhood, the activities of adolescence.

Instructions: Use this table twice. The first time, use the table to select events that occur during the character's childhood, age 1 through 12 for a human or use an appropriate age range for an alien race(see "Age" below and also on page 5). The second time, use it to select events that take place during the character's adolescent years, age 13 through 18 (for humans).

To find the number of significant events that occur during childhood, roll a d3. For adolescence, do the same. For each event, roll a d20 and add the character's *SolMod* to the result (Noble characters: double-check to see if 5 has been added to the *SolMod*).

For each roll, match the result against the table and record the event in the EVENTS section of the worksheet. Many events require additional rolls on other tables. If you are asked to use another table, go to that table, follow it's instructions, record relevant information, then return here until all rolls here are complete. For each event you must determine the age at which it occurs (see "Age" below) and record how it will eventually affect the character's personality (see "Developing a Personality" below). From here, continue on to *Table 210: Education*.

Age: You must determine WHEN each event happens. For human childhood, roll a d12 (for ages 1 to 12). For adolescence, roll a d6 and add the result to 12 to obtain an age from 13 to 18. For alien characters, you may have to make your own scale.

Developing a Personality: As a character grows, his personality takes shape. Many events that occur in a character's life also cause her personality to develop. Personality traits shape the way she acts or responds later in life. Some of these traits are beneficial or Lightside traits; others are considered harmful or Darkside traits; and still others are neutral. Most of the events on the Significant Event Tables (*Tables 208, 209, and 211*) are followed by a letter in brackets. This letter represents the type of personality trait that develops because of the event. An **[L]** means a Lightside trait. A **[D]** means a Darkside trait. An **[N]** means a Neutral trait and an **[R]** means that the trait, will be selected by a later die roll on *Table 312A: Personality Trait Check*. Each time you select an Event followed by a letter in brackets, also record it's corresponding letter in the brackets to the left of the Event lines. When you get to *Table 312: Alignment & Attitude*, the instructions there will tell you what to do with the letters.

Roleplay: By the time a character reaches adulthood, his personality has already been determined for the good or the bad by the events of childhood. Maturity may refine the character, but rarely does it significantly change his attitudes.

1d20 208: Events (Roll a d20 + *SolMod*)

1 All public assistance is terminated because of an extended, politically charged international war. All able-bodied men are drafted into military service. This causes bloody riots in the poorer sectors. The character's family is very much involved in these uprisings. **[R]**

2 While foraging in a trash heap, the character finds an unusual object. Select from *Table 853: Gifts and Legacies.* **[L]**

3 Character skips school too many times. Subtract 1d4 Education points from his Education point total. **[D]**

4 Character's friends involve him in illegal activities. Go to *Table 526: Underworld Events* and follow the directions **[D]**.

5 A Fateful event! Roll for Hi-Lo on the subtable below.

- **Hi** A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.* **[R]**
- **Lo** Something Wonderful occurs. Determine what happens on *Table 521: Something Wonderful...* **[L]**

6 Character has an odd experience — wherever he goes, people know him. Even strangers greet him warmly, although he's never met them. **[R]**

7 Learn an Unusual Skill from *Table 863: Unusual Skills.*

8 A special age-specific event occurs. If the character is currently a child, select event on *Table 209A: Special Events of Childhood.* If the character is currently an adolescent, select the event on *Table 209B: Special Events of Adolescence.*

9 Learn head of household's occupation to Rank 2 competency. If no head, use patron, or random selection from *Table 413A: Occupations.* **[N]**

10 Character runs away from home ... Roll a d6 on the subtable below to select the events which then occur. **[R]**

- **1** ... and has never returned. Her family still wants her back.
- **2** ... but returns after (Roll for Hi/Lo) Hi = 2d100 days. Lo = 1d6 years.
- **3** ... and is never reported missing. Maybe the authorities are hiding something. Maybe only the GM knows. **GM Only:** see *Table 965: GM's Specials*, entry #208A/B.
- **4** ... and falls into the hands of criminals. Select events that occur on *Table 526: Underworld Events* **[D]**.
- **5** ... and wanders the country, living by wits. Survival skills improve by three Ranks — your choice of environment(s). **[N]**
- **6** ... and is "kidnapped" by a cult. After the character escapes in 1d4 years, the deprogramming causes him to develop an odd quirk. Use *Table 642: Exotic Personality Traits* to determine the quirk. **[D]**

Continued ... ☞

Table 208 continues on the next page . . .

1d20 208: Events (continued ...)

11 Character has a religious experience. Determine the details on *Table 537: Religion.* [R]

12 Family has the following attitudes towards the character. Roll a d6 once on the subtable below.

- 1 Character is loved by parents or guardians. [L]
- 2 Character is unloved. [D]
- 3 Family has great plans for character's future and expects character to fulfill those plans. [R]
- 4 Family does not approve of character's friends. [R]
- 5 Family encourages character's interests. [L]
- 6 One parent is distant and cold towards the character. Roll for Hi-Lo. Hi = mother. Lo = father. [D]

13 Something good happens to the character. Roll a d4 on the subtable below to select the event. [L]

- 1 The character inherits a large sum of money-10 times what the character's normal starting money would be.
- 2 A mysterious, but benevolent stranger rewards the character for a selfless deed. The character receives part (only part) of a brittle map, and is told that the other half of *that* map was given to another kind person.
- 3 Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...*
- 4 The character acquires a Companion. Go to *Table 750: Companions*, to work out the details.

14 Something bad happens to the character. Roll a d4 on the subtable below to select the event. [D]

- 1 Character is sexually molested by an adult. On *Table 743: Others*, to determine who did this terrible thing.
- 2 A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.*
- 3 Character teases and angers an old man who allegedly puts a "curse" on him. Whether truly cursed or not, he finds that his skill use rolls are 5% harder to make.
- 4 Character acquires a Rival. Go to *Table 751: Rivals,* to work out the details.

15 A change or upheaval occurs in the character's family. Roll a d6 on the subtable below to select this change or changes. Note: Roll all subsequent events using new *CuMod* or *SolMod.* Example: if selecting Childhood Events, then the new Modifier will affect Adolescent Events. [R]

- 1 Character changes Culture Level. Reroll Culture Level on *Table 102B: Culture.*
- 2 Character changes Social Status. Reroll Social Status on *Table 103: Social Status.*
- 3 Character changes locale. Roll a d10 to determine the relative distance of the move. A result of 1 is within the same town, a result of 10 might mean a move to a FOREIGN country. Determine country on *Table 101A: Country of Origin.*
- 4 The head of the household changes occupations. Reroll the occupation on *Table 413: Occupations.*
- 5 Character's parents split up. Roll Hi/Lo to see who the character goes with. Hi = mother. Lo = father. Roll d6 for each parent. On a result of 1-4, parent remarries within 1d3 years. If not, subtract 1d5 points from the character's SolMod (but never to less than 0).
- 6 Roll twice more on this subtable. These changes all occur at the same time. Reroll duplicates.

16 1d3 more Significant Events occur during this time.

1d20 208: Events (continued ...)

17 Character serves a Patron or Sponsor. Determine the details on *Table 535: In the Service of...* [N]

18 Gain a friend. Select friend from *Table 743: Others.* [L]

19 A special age-specific event occurs. If the character is currently a child, select event on *Table 209A: Special Events of Childhood.* If the character is currently an adolescent, select the event on *Table 209B: Special Events of Adolescence.*

20 Roll again, add 2 to the die roll, but DO NOT add in the character's *SolMod.*

21 Character becomes hooked on collecting something, and spends 20% of his allowance/wages on it, whether it's profitable or not. [R]

22 Character has an exciting and possibly weird adventure (or misadventure). Select details on one of the following Events Tables by rolling a d8: [R]

- 1 *Table 523: Horror*
- 2 *Table 522: Superhero*
- 3 *Table 537: Magical*
- 4-5 Reroll twice on this table, combining the results from the different tables.
- 6 *Table 524: Espionage*
- 7 *Table 525: Pulp Hero*
- 8 *Table 536: Exotic*

23 The character has a crush on her teacher. Roll a d6, and on a "6", the teacher is beginning to return the character's attention (this is generally not a good thing to have happen). [R]

24 A special age-specific event occurs. If the character is currently a child, select the event on *Table 209A: Special Events of Childhood.* If the character is currently an adolescent, select the event on Table *209B: Special Events of Adolescence.*

25 Roll for Hi/Lo. If Hi, then reroll on this table and add 5 to the result (scores over 35 are treated as 35). If Lo, reroll on this table, but do not add in *SolMod.*

26 Wealth has its privileges. Roll on *Table 854: Perks & Stuff.*

27 Character is betrothed in a "business" marriage to be consummated upon reaching age of majority (about the time that a character would begin adventuring). The character's future mate lives in a financially wealthy, but politically dead country that few have heard of. [D]

28 Head of household secures an admired political position. Add 1d3 points to the character's *SolMod* (up to 15). [N]

29 Family arranges admittance to prestigious military academy. Upon reaching adulthood, character automatically enters the military as an officer with a Rank equivalent of 13. See *Table 527: Military Events.* [L]

30 Family throws an extravagant birthday party for the character. Everyone who is anyone attends. When all the gifts are recorded, one unusual gift stands alone with no card to say where it came from. Select it on *Table 853: Gifts and Legacies.* [R]

31 Family gives character some luxury transportation. Select details regarding this vehicle on *Table 864D: Cars*, and add +5 to the roll. [R]

32 Character exhibits symptoms of an exotic personality. Select trait from *Table 642: Exotic Personality Traits.*

33-35 Character receives an estate with 1d10 square miles of property. [N]

From Here — Continue on to Table 210: Education . . .

209:

Special Events of Youth

Use only if directed here by another table

"Don't worry, chief. I think we got the right one this time."

The events on these two tables occur only during specific age periods, either childhood or adolescence. They are occurrences that might happen at one age, but not the other.

Instructions: To select a Special Event occurring during childhood, roll 2d20 and match the result against *Table 209A.* To select a Special Event occurring during adolescence, roll 2d20 and match the result against Table *209B.* Return to the table that sent you here when you have selected an event.

2d20 209A: Childhood Events (roll 2d20)

2 A relative severely batters and abuses the character, but a concerned neighbor rescues her from certain death. The relative is accused, convicted and imprisoned for the crime. The character has not seen the relative since the last day of the trial. Select the relative on *Table 104D: Other Relations.* **[D]**

3 Character becomes emotionally attached to a simple, lovable toy and cannot bear to be parted from it for 2d10 years. **[R]**

4-5 Character has a collection of related things, like posable figures, stuffed animals, favorite books, or small knick-knacks.

6-7 Character has a close friendship with a sibling (or a cousin if no siblings exist). Sibling is either next oldest or next youngest in relation to the character, and is often sought for advice. **[L]**

8 Character's best friend is a family pet. Roll a d6. On a result of 6, the faithful animal becomes his companion.

9 Baby-sitters are such an influence on developing children. Roll a d4 on the table below to find out what kind of baby-sitter the character's parents saddled her with. Then roll Hi/Lo for Male/Female. **[N]**

1. **The Dictator.** Rules with an iron rod—if the sitter can catch her charges. Add +1 to character's Constitution.
2. **The Big Brother/Sister.** He wishes he had his own younger sibling—so he pases on all their hints and "helpful" tips to the character. Add +1 to character's Charisma.
3. **The Clueless.** "Oh, the kids are around here somewhere." This baby-sitter makes random checks, but doesn't pay close attention. The character can get away with murder if she is quick enough. Add +1 to her Dexterity.
4. **The Teacher.** Likes to interact with the character and his siblings (if any), and even likes to TALK to the character (snotty little kid that he is). Usually manages to educate him without him realizing it. Add +1 to the character's intelligence attribute.

10 The character and a friend discover a secret hiding place near his home. The hiding place remains undiscovered and undisturbed at least until he becomes an adult when the friend's body is found mysteriously dead in the hide out. **[R]**

2d20 209A: Childhood Events (continued ...)

11 Character is a child prodigy at an unusual skill (at Rank 4). Select the skill on *Table 863: Unusual Skills.* Regardless of his skill, the character hates to do this (even as an adult!).

12-13 In order to impress friends (specifically, that new girl/boy friend), the character learns a basic sport, and becomes proficient to Rank 2. Let the sport be one that is common to the character's cultural background.

14-15 The character is set apart from his peers by a size disparity. Select the variation on the chart below by rolling a d6.

1. Character is 25% taller than average.
2. Character is 25% shorter than average.
3. Character is 25% thinner than average.
4. Character is 25% heavier than average.
5. Character is an additional 15% away from the average. Roll again to find out in what dimension.
6. A painfully obvious disparity—roll twice more and combine the size differences. (Ignore further rolls of "6")

16 While playing in an abandoned building, the character witnesses a crime being committed by 1d4 persons. The perpetrators (the criminals) see the character, but are unable to catch him. It may be possible that these criminals still seek the character even now. Select the crime on *Table 862: Crimes.* **[R]**

17 The character becomes well-known, even famous for the occurrence of an event in her life. Reroll the event on *Table 208: Significant Events of Youth.* **[R]**

18 One of the character's grandparents dies of natural causes in the presence of the character. Roll a d10. On a result of 8-10, the grandparent entrusts the character with a secret. Consult *Table 539: Death of a Loved One.* **Note:** the GM should create some piece of information that has been kept from the character until now. **[R]**

19-21 A genre specific event occurs. Select the genre most appropriate to your game and then roll on one of the following tables: *Table 522: Superhero Events, Table 523: Horror Events, Table 524: Espionage Events,* or *Table 525: Pulp Hero Events.*

Continued ... ☞

Table 209A continues on the next page . . .

2d20 209A: Childhood Events (continued ...)

22 A friend of the family, an old government agent, tells the character grand tales of adventure and daring do. [L]

23 An Exotic Event occurs. Select the event on *Table 540: Exotic Events.* [R]

24 A Fateful event occurs on the same day as the character's birthday. Roll for Hi/Lo on the subtable below.

- **Hi** A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.* [R]
- **Lo** Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...* [L]

25 As a result of being left alone for too long with an underdeveloped but overactive imagination, the character develops a phobia. Select the phobia on *Table 642C: Phobias*, then write a brief story about how the fear was acquired. [D]

26-27 An event that would normally affect an adolescent occurs now. Reroll this event on *Table 209B: Special Events of Adolescence.*

28-29 When the character was little, he had an "imaginary" friend. Roll a d20 and consult the following table. [L]

- **1-10** Eventually the imaginary friend just faded away, leaving the character with fond memories.
- **11-15** The friend still visits the character's dreams.
- **16-18** Character still talks to the friend as if he were there.
- **19** The imaginary friend wasn't so imaginary. He can call the friend up and actively talk to it, though no one else will be able to see it. The friend can provide insights (hints from the GM) about problems at hand due to his unique view of the situation.
- **20** Like "19," the friend is real, but NOT under character control. He can be a help, but usually he's just a pain in the neck.

30 The character and her best friend develop a secret language at Rank 3. No one else understands it and both of them still remember it. [L]

31 For 2d10 years, terrible nightmares cause the character to wake up screaming and crying. Select the nature of the nightmare on *Table 748: Horrors* (and pray they never come true). [D]

2d20 209A: Childhood Events (continued ...)

32-33 The character acquires a hobby. Select the type of hobby on *Table 419: Hobbies* (record in the SKILLS section).

34 The young character is caught playing "doctor" by one of the parents. Roll Hi/Lo on the subtable below for what happens.

- **Hi** The parent calmly handled the issue and explained things. As a result, the character becomes a stable, sound individual, and will NEVER develop an exotic personality trait. Reroll (using Hi/Lo) any previous rolls on the table that sent you to *Table 642: Exotic Personality Traits* as: Hi = Lightside or Lo = Neutral traits. [L]
- **Lo** The character is punished soundly for being indecent. From this traumatic experience, she develops an exotic personality trait. Go to *Table 642F: Sexual Perversions* for more details (and some explanations). [D]

35 The character takes an uncommon interest in world affairs. She receives some attention for her perceptive (for her age) letters to the editor of the local paper. One of the letters is actually sent to the relevant group, and the character receives both national and international acclaim. [N]

36-38 Sickness is a rite of passage for childhood, and the character has met his allotted requirement. Roll a d6 on the next chart to find out *why* he ended up in the hospital this time. [R]

- **1-2** **Broken bone.** Roll on *Table 857: Body Locations.*
- **3-4** **Stubborn infection.** Select one of the basic childhood contagions. The character is now immune to it.
- **5** **Bad accident.** Roll on *Table 859: Serious Wounds.*
- **6** **Disease.** Finally cured, but she spends 1d10 years fighting it, 1d4 years in the hospital (total), and makes 1d3 fast friends.

39 An unfortunate kitchen accident leaves the character with severe chemical burns, both internal and external. Subtract 5 from his Appearance attribute. Unknown to any, but the character, however, the strange combination of gases seemed to awaken something within the child. Make two rolls, one on *Table 858: Exotic Features,* and one on *Table 860: Psychic Powers.* [R]

40 The many family vacations have encouraged a short and sharp attention span. Due to constant zipping around, the character is at -2 to any skill that requires not moving (like hiding or sitting through a speech), but receives +2 to the skills of observation or perception.

2d20 209B: Adolescence Events (roll 2d20)

2-4 Dedication to studies earns the character a scholarship and 1d8 additional education points (line 102 of worksheet).

5 To be fashionable, avant garde young people tattoo their bodies. The character is tattooed with an unusual marking. Select the type of tattoo on *Table 856: Birthmarks.* Select a location on *Table 857: Body Locations.*

6 As a part of a cultural exchange program, the character lives with a family in a developing country. While there, the air makes him feel strange. Nothing seems to come of it until he returns home, and begins to notice changes. Roll on *Table 858: Exotic Features* to determine what his adventure did to him. [N]

7-8 Character has an encounter with religion. Determine the details on *Table 537: Religion.*

2d20 209B: Adolescence Events (continued ...)

9 Through sheer force of will, the character discards one character trait and begins to practice it's opposite. Make note of this, then make the change when traits are selected on *Table 312: Alignment.* Player may choose which trait to change.

10 The character becomes proficient (Rank 4) at a sport not common to his cultural background, like maybe an American rugby player or a Norwegian sumo wrestler. This proficiency earns the character an athletic scholarship (to a truly unusual college) and 1d8 more education points.

11-14 A genre specific event occurs [R]. Select the genre most appropriate to your game system: *Table 522: Superhero Events, Table 523: Horror Events, Table 524: Espionage Events,* or *Table 525: Pulp Hero Events.*

Continued ... ☞

Table 209B continues on the next page . . .

2d20 209B: Adolescence Events (continued ...)

15 The character befriends an elderly neighbor, who in turn teaches her an unusual skill. Select the skill (and skill Rank) on *Table 863: Unusual Skills.* The neighbor is actually a master of Legendary skill (Rank 10) who has fallen on hard times. Record the skill in the SKILLS section of the worksheet [R].

16-17 The character acquires a hobby. Select the type of hobby on *Table 419: Hobbies.* Through the hobby, he makes friends with 3d6 other hobbyists in 1d6 other countries. Many of these friends become important people on their home countries and makes good contacts later in life.

18 The character attends a specialized school based on proven aptitudes. Roll a d8 to elect the aptitude on the table below. The character receives rank 4 in one related area.

1	Fine Art	5	Technical	4	Acting	7	Writing
2	Computers	6	Singing	3	Dance	8	Mechanical

19 Character is stereotyped by his peers. Even if he is nothing like the name, that is how others chose to see him then. Roll a d12 to choose stereotype on the table below. Former classmates still see him this way. [D]

1	Airhead	7	"Easy"
2	Headbanger	8	Party Animal
3	Nerd/Wimp	9	Teacher's Pet
4	Goody-Two Shoes	10	Spoiled Brat
5	"Brain"	11	Shredder (Rad Skateboarder)
6	Punk	12	Fattie/Porko

20-21 The character has a romantic encounter. Go to *Table 534: Ah Love!* to determine the details of his romance. If the character is not yet 16 years of age, results that indicate marriage are optional events, at the player's (or GM's) discretion. [R]

22-23 Due to intense interest and involvement in extra-curricular activities at school, he may choose 1d4 skills at d2 rank ability. The skills are limited to those available in school clubs and organizations like the drama club, the biology club, choir, etc. [L]

24 The character learns to speak a foreign language at 1d3 Ranks of competency. Decide what language is learned by using *Table 101A: Country of Origin.*

25 An exotic event occurs while the character is out on a date with a sweetheart. Select the event on *Table 540: Exotic Events.* The event has a significant impact on the character's social life. Roll a d6 and match the result against the subtable below: [R]

- **1-2** Character becomes extremely popular and has a romance (select details on *Table 534: Ah Love!*).
- **3-4** Character becomes unpopular. If currently involved in a romance, the beloved ends it and immediately becomes romantically involved with the character's Rival (if the character didn't have a Rival before, he/she has one now — select the Rival on *Table 751: Rivals*).
- **5-6** Other than the character, no one makes a big deal about what happened, or indeed, even really noticed it.

26-27 A Fateful event occurs. Roll a d6 on the subtable below.

- **1-2** A Tragedy occurs. Determine what happens on Table *520: Tragedies.* [R]
- **3-4** Something Wonderful occurs. Determine what happens on *Table 521: Something Wonderful...* [L]
- **5-6** Conflicting event, both a tragedy and something good take place. Select what happens on *Table 520: Tragedies* and *Table 521: Something Wonderful...* [R]

2d20 209B: Adolescence Events (continued ...)

28 A beginning character is older than normal when he begins his adventuring career. Roll a d6. Add the result to 18. A beginning character will be at least this old before beginning an adventuring career. On *Table 211: Significant Events of Adulthood* the character will need to make 1d3 event rolls (instead of the usual one roll) to determine what happens to him after he reaches Adulthood.

29 A genre-specific event occurs, but not necessarily from the character's own genre. Roll a d4 on the subtable below to select the select the event table to be used. [R]

1	*Table 522: Superhero*	3	*Table 523: Horror*
2	*Table 524: Espionage*	4	*Table 525: Pulp Hero*

30 Character develops jaded tastes for exotic and possibly expensive pleasures. Roll a d6. On a result of 5-6, those pleasures are also quite illegal. [D]

31-34 The character has finally given in and found a job. Select it on *Table 413: Occupations.* Roll 2d20—this is the number of months she stays at this job. For each full 10 months, give the character 1 Rank of skill in an aspect of the job. If she rolls only 2 months, roll a d4. On a result of 4, the character was fired, and has trouble getting future jobs (ignore future rolls of 31-34).

35 The neighborhood gets rough. The character is stopped by a gang that "runs" the area. They want her to join, or run "merchandise" for them—no other options. She refuses and is thereafter attacked whenever gang members see her. During one attack, another gang refugee rescues her. They are the nearly the same age, and decide to stick it out together. The rescuer and the character are inseparable. Use *Table 750: Companions* to create this new friend. [L]

36-37 The character becomes involved in some aspect of the community. Roll a d4 on the subtable below. [N]

- **1** **Political.** The character takes an active interest in both local and national government affairs. One day while distributing fliers, something happened. Select the event on *Table 524: Espionage Events.*
- **2** **Community-Oriented.** The character donates his time to community re-construction and well-being, like cleaning parks, or helping at the food shelter. While restoring an old historic site, he stumbles across an object from *Table 853: Gifts & Legacies.*
- **3** **Environmental.** The character seeks to protect the earth from further abuse. While out doing a pollution check, she becomes lost and winds up in a remote area. Go to *Table 537: Magical Events* to find out what she encounters there.
- **4** **Humane.** The character loves animals, and volunteers at the local animal shelter. The character is the first one to work one morning and finds a box on the doorstep. Use *Table 749: Unusual Pets* to discover the contents of the noteless package.

38 The character becomes well-known, even famous for the occurrence of an event in his life. Reroll the event on *Table 208: Significant Events of Youth.* [N]

39-40 Character buys a vehicle! Go to *Table 864: Vehicles* and follow the instructions there, modifying ALL rolls by a -5 (In addition to any other possible modifiers). Character now has his starting money cut in half. [N]

From Here — Return to the Table that sent you here . . .

210:
Education

GOOD MORNING CLASS... WILL THOSE OF YOU WHO PLAN TO QUIT SCHOOL BEFORE THE END OF THE HOUR PLEASE RAISE YOUR HANDS!
INTRO TO STARING OUT THE WINDOW 101
JAQUAYS ©1980 JACKSON CITIZEN PATRIOT
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The focus of modern education is to prepare a person to be a contributing member of his society. Beginning with a broad background of basic skills and knowledge, each person is taught an increasingly large body of knowledge about an increasingly limited area of study. By the time hER education is complete, She is a specialist, a master of a limited area of skill or thought, able to step without faltering into the flow of society (in theory).

Central Casting makes three assumptions about education. First, it is freely available (though not necessarily free) to all characters, so long as the character shows aptitude for improvement. Second, money talks, so even those without aptitude are provided with more and better training because of their social standing. And third, education is ultimately job oriented—it teaches a character his future occupation.

Instructions: *Table 102A: Culture* provided the character with a base number of Education Points. *Table 103: Social Status* should have modified those points based on the character's Social Status. One or more significant events may have modified the number of points even further. These points will be used later on. Meanwhile, follow the steps below:

One: Select an Education. Roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. The d10 result is always the "1's" digit. Example: A d4 result of 2 and a d10 result of 0 are read as a 20. Next, add both the character's *SolMod* and *CuMod* to the die roll. Match the total against *Table 210: Education.*

Two: Select an Occupation. Each education level tells you which table to use when selecting the character's future occupation. Select that occupation or occupations now. Make note of the *skill cost multiplier* for that occupation. The Base Cost Multiplier is given at the top of each occupation table and applies to all skills on that table (see the next step).

Three: Buy Skill Ranks. Now you use those education points to buy Ranks in the character's selected occupation. Up to six skill Ranks can be bought in any one occupation. The cost guidelines apply to all occupations. Multiply the base cost for each skill Rank by the occupation's Base Cost Multiplier (see step two above) to determine the cost in Education Points for each Rank of skill.

Skill Rank 1: Base cost is **1** Education Point.
Skill Rank 2: Base cost is **3** Educations Points.†
Skill Rank 3: Base cost is **7** Education Points.†
Skill Rank 4: Base cost is **15** Education Points.†
Skill Rank 5: Base cost is **31** Education Points.†
Skill Rank 6: Base cost is **63** Education Points.†

† This is the total Base cost to buy an occupation skill at this level. Muliply it by the occupation's Base Cost Multiplier for actual cost. Examples: A Rank 4 skill as a factory worker would cost 15 Education Points, while a Rank 4 medical doctor skill, with its multiplier of 3 would cost a total of 45 points!

Four: Use up Leftovers. If the character does not have sufficient points to buy the next Rank of expertise in his occupation, he can spend those remaining points on unusual skills. Using the cost guidelines given above, he may select skills on *Table 863: Unusual Skills.*

Roleplay: Consider the amount and type of education the character has had when roleplaying him. Does he have an interest in learning more? Does he feel his time spent in school was well spent or wasted? How might his education or lack of it affect his mannerisms? The player of an under-educated character may have to pretend she doesn't know things that her character would not or could not know. The player of a highly educated character may need prompting from the GM in areas in which his character is expected to have extensive personal knowledge.

1d4/1d10 210: Education
(Roll a d4 & d10 + *SolMod*+ *CuMod*)

10-14 **No Formal Education.** Select the character's occupation on *Table 413B: Occupation Table I.*

15-19 **Limited Education.** Select the character's occupation on *Table 413B: Occupation Table I.*

20-22 **Poor Education.** Select the character's occupation on *Table 413B: Occupation Table I.* Give the character an additional 1d4 Education Points.

23-25 **Trade School Education.** Select the character's occupation on *Table 413B: Occupation Table I.* Give the character an additional 3d4 Education Points.

26-33 **Typical Education.** Select the character's occupation on *Table 413A: Occupation Selector.* Give the character an additional 2d4 Education Points.

34 **Military Academy.** Select the character's branch of service and duties on *Table 529A: Branch of Service.* Next, go to *Table 531: Military Skills* and select the character's skills. The character becomes a Rank 13 officer in his branch of the military (see *Table 530: Military Rank* for details). Finally, go to *Table 527: Military Experience* and select the events that affect the character during his tour of duty. Give the character an additional 1d4+4 Education Points.

35-36 **Above Average Education.** Select the character's occupation on *Table 413A: Occupation Selector.* Reroll results of 5 or less. Give the character an additional 2d6+6 Education Points. Add 1d4 years to final Age.

37-38 **Excellent Education.** Select the character's occupation on *Table 413A: Occupation Selector.* Reroll results of 5 or less. Give the character an additional 2d6+12 Education Points. Add 1d4 years to final Age.

39-65 **Outstanding Education.** Select two occupations for the character on *Table 413A: Occupation Selector.* Reroll results of 5 or less. Give character an additional 3d6+12 Education Points. Add 1d6 years to final Age.

From Here — Continue on to Table 211: Significant Events of Adulthood

211: Significant Events of Adulthood

Before coming here, the character should have spent whatever Education Points he had in order to learn an occupation.

Once a character reaches maturity, the events that affect her change. The character assumes greater responsibility for his life, and to some extent, has more control over surrounding events, although usually not as much as he would like. This table is primarily used for player characters who do not begin adventuring immediately upon reaching adulthood.

Instructions: All player characters who are just beginning their adventuring careers make one roll on this table. Older characters (that is, anyone older than the minimum adult age) make 1d3 rolls on this table. For each event, roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. The d10 result is always the "1's" digit. Example: A d4 result of 2 and a d10 result of 0 are read as a 20. Match the result against the table below and record the event that occurs and any relevant information given with it in the EVENTS section of the worksheet. As with earlier event tables, many events require additional rolls on other tables. If you are requested to use another table, go to the indicated table and follow the instructions found there, record any relevant information, then return to this table until all rolls on this table are complete.

AGE NOTE: For each event you may select the age at which it occurs, rather than roll dice to determine the age.

Developing a Personality: As discussed under *Table 208: Significant Events of Youth,* events cause personality development. Most events on this table are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event. An **[L]** means a Lightside trait. A **[D]** means a Darkside trait. An **[N]** means a Neutral trait and an **[R]** means that the trait, if any will be selected by a later die roll on *Table 312A: Personality Trait Check.*

Each time you select and record an Event also record its corresponding letter (if any) in the brackets to the left of the Event lines. The instructions for Table *312: Alignment & Attitude* will tell you what to do with the letters.

From here, go on to *Table 312: Alignment and Attitude* to make final adjustments to the character's personality.

Superheroes

If the character is a superhero, and has not yet determined the origin of his or her super powers, then determine it now on *Table 540: Secret Origins.*

d4/d10 211: Events (Roll a d4 & a d10)

10 While exploring an unfamiliar area near his home, the character has an encounter with an unusual person, who, as far as the character can tell, has no home or family. The character offers to help in any way he can. After partaking of a meal, a bath, a hot drink, and a long nap the person disappears, leaving behind a note that simply says "Your kindness will be remembered. **GM Only:** refer to entry #211 on *Table #965: GM's Specials.* **[L]**

11 Unable to earn a living at his chosen career, the character learns a new occupation to Rank 2 ability. Select occupation on *Table 413: Occupations,* but do not add in *SolMod*. **[N]**

12 Following a whirlwind romance, a fateful event (or circumstances resulting from it) ends that romance on the day the character was to be married. Roll for Hi/Lo on the subtable below.

- **Hi** A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.* **[R]**
- **Lo** Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...* **[L]**

13 The character suddenly finds herself unable to practice her current occupation. The character is able to go back to college or a trade school and get training for a new career, though not enough to truly excel at it. Give the character 1d6 education points and use *Table 210: Education* to select a new occupation. **[R]**

14 The character joins the military. Go to *Table 530: Military Events* to determine the details of his military career. Roll a d6 to select the character's reason for joining **[R]**.

1. Character was drafted during wartime.
2. Character patriotically volunteered to serve his country.
3. Character was rounded up by a press gang who needed to meet a quota (this is not typical for U.S. military recruiters, but might happen in other nations).
4. Character mistakenly thought that she was applying for some other government job.
5. Character was enticed by romantic visions of soldiering, occupational training and post service benefits.
6. Character was "at loose ends" and couldn't decide what to do with her life. There's always the military, she thought ...

Continued ... ☞

Table 211 continues on the next page . . .

d4/d10 211: Adult Events (continued ...)

15 The character has a "close encounter" with one of the great villains of his time. Whatever happens is not focused on the character, but involves him as a bystander. Select details about the Villain on *Table 752: Villains*. Roll a d6 on the subtable below for details of the encounter. [R].

1. Villain publicly eliminates 1d6 rivals.
2. Villain was eating in a public place and invited the character to join him.
3. Villains rivals attempt to eliminate the Villain in a violent and messy manner—1d6 bystanders are killed. The character received a serious injury. Select injury on *Table 859: Serious Wounds*. The Villain visits the character in the hospital and apologizes.
4. The character comes to realize that although she seems to work for someone else, the Villain is her employer.
5. The character discovers that one of his close friends is actually the Villain.
6. Roll two more times on this subtable, combining the events.

16 Character has wanderlust and decides to travel. Roll a d6 to determine the number of years spent travelling and add the result to the age at which the character begins travelling. If the resulting age exceeds the character's "final age," change the final age to the time when the character ceases his travels. Roll a d8 on the subtable below to select the character's travels. [N]

1. Visit most of the major cities and towns in her home country. Character becomes quite familiar with several unusual places that might be helpful in later life.
2. Sign on as a common seaman on a merchant freighter. Gain Rank 2 skill as a sailor.
3. Work as a missionary in a nearby country. Character gains 1 Rank of skill in her highest Ranked skill.
4. Work as a relief worker in a famine-torn third world country. Roll a d6. On a result of 1, the character is stricken by a disease that almost kills him, but in the end, adds 1d3 points to his Constitution attribute. On a result of 6, the character is stricken with a serious disease that eventually removes 1d3 points from his Constitution attribute.
5. Travel to a distant country and see the sights. Character becomes quite familiar with the country, its people and culture. She comes to consider it a second home, possibly even calling it home from that point on.
6. Live oversees with a foreign family. Learn their language at Rank 3 ability. The character comes to treat this family as if it were his own (Optional: create family on *Table 104: Birth & Family*).
7-8. Roll twice more on this subtable, discarding any conflicting events (always discard the second roll).

17 Learn an Unusual Skill. Select skill on *Table 863: Unusual Skills*.

18 The character participates in a violent demonstration or rebellion against local authority. Roll a d10. If the result is 9 - 10, the rebellion was successful and the local rulers deposed. Any other result means that any known participants are officially outlawed and have a price on their head. Roll a d10 again if the rebellion failed. If the result is less than 10, only a few close friends know of the character's participation. A result of 10 means that the character is a wanted criminal. [R]

d4/d10 211: Adult Events (continued ...)

19 Character serves a Sponsor or Patron. Determine the details on *Table 535: In the Service of...* [N].

20 Character has a religious experience. Determine the details on *Table 533: Religion* [L].

21 The character saves someone's life. This person becomes the character's Companion. Select the Companion and the Companion's sex and personality on *Table 750: Companions* (using *Tables 750A* and *750C*). If the person is of the opposite sex from the character, roll a d10. On a result of 1-5, the companion falls in love with the character. It is up to the player to determine if the character returns the feelings. [L]

22 The character changes jobs within his area of expertise. The new job brings in 25% more money than most similar positions and improves the character's skill in his profession by one Rank. [R]

23 A game genre-specific event occurs. Select the event on the table most appropriate for your game's genre classification—*Table 522: Superhero Events; Table 523: Horror Events; Table 524: Espionage Events; Table 525: Pulp Hero Events; Table 526: Underworld Events* [R]

24 1d3 additional Significant Events occur.

25 An Exotic Event affects the character. Select the event on *Table 536: Exotic Events*. [L]

26 A genre-specific event occurs, but not necessarily one from the character's current game genre. Roll a d6 on the subtable below to select the appropriate event table. [R]

1. *Table 522: Superhero Events*
2. *Table 523: Horror Events*
3. *Table 524: Espionage Events*
4. *Table 525: Pulp Hero Events*
5. *Table 526: Underworld Events*
6. *Table 537: Magical Events*

27 Something bad happens to the character. Roll a d3 on the subtable below to select the event. [D]

1. A Tragedy Occurs. Determine what happens on *Table 520: Tragedies*.
2. A sudden mishap leaves the character severely injured. Select the injury on *Table 859: Serious Wounds*.
3. Character acquires a Rival. Go to *Table 751: Rivals,* to work out the details.
4. Someone close to the character dies quite suddenly. Roll a d6 on the sub-subtable below, then go to Table *538: Death Situations* to determine the cause of death and to *Table 539: Death of a Loved One* to determine other events around the death.

1	Employer	5	Close friend
2	Coworker	6	Neighbor
3	Mentor		
4	Family member, select on *Table 104D: Other Relations*.		

28 While travelling, the character catches an unpleasant disease. Though treatable, the treatment must be given once every 6d6 hours. Without it, her Constitution attribute drops by 1d3 points each day. Treatment costs 1d10 x 10 dollars per dose and is not commonly available.

Continued ... ☞

Table 211 continues on the next page . . .

d4/d10 211: Adult Events (continued ...)

29 Something good happens to the character. Roll a d3 on the subtable below to select the event [L].

1. The character discovers a "wholesome" religion. Select the details on *Table 533: Religion* (rerolling events that would indicate membership in an evil or occultic group). So long as the character's devotion to this religion remains strong, he or she gains a +1 bonus to all skill and attribute rolls.
2. Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...*
3. Character acquires a Companion. Go to *Table 750: Companions,* to work out the details.
4. An accident leaves the character's face disfigured. Under the care of a highly talented plastic surgeon, the character's face is transformed. Though her new face is unlike her old, she has become more beautiful than before. Add 1d3 points to the character's Charisma or Appearance attribute.

30 The character becomes well-known, even famous for the occurrence of an event in his life. Reroll the event on *Table 211: Significant Events of Adulthood* [L].

31 The character has a group encounter. Select the type of group encountered on *Table 744: Other Groups,* then roll a d6 on the subtable below to determine what type of activity is occurring.

1. Two similar rival groups clash over their differences, with the character caught in the middle.
2. The character joins the group in their conflict with another dissimilar group. Select that other group on *Table 744: Other Groups.*
3. The character watches as angry members of the group demolish a popular night club. Roll a d6. On a result of 6, another bystander claims the character was a member of that group too!
4. The character joins this group as a full member.
5. The character is named an "enemy" by this group. The group begins an ongoing campaign of harassment and malign deeds.
6. The character finds this group to be a strong. They can be counted on for future aid and welfare.

32 The character inherits property in another country from a relative. Go to *Table 853: Gifts & Legacies,* and roll a d20 on the subtable below entry #14 to find the type of property inherited.

33-36 The character has a romantic encounter. Go to *Table 534: Ah Love!* to find the details of his romance. [R]

37 Character becomes involved in illegal activities. Select what occurs on *Table 526: Underworld Events* (begin with *Table 526A*) [D].

38 Learn to use an unusual weapon at Rank 3 proficiency. The weapon is something alien to the character's Culture.

39 Character loses his job. Roll a d6 on the subtable below to select the reason.

1. Fired for incompetence.
2. Laid off for lack of work to do.
3. Employer goes out of business.
4. Personal problems interfere with professionalism.
5. Long term recovery from an accident.
6. General economic failure, everyone's out of a job!

d4/d10 211: Adult Events (continued ...)

40 The character acquires a hobby. Select the type of hobby on *Table 419: Hobbies* (record in the SKILLs section).

41 Character develops jaded tastes for exotic and possibly expensive "pleasures." Roll a d6. On a result of 5-6, the character is addicted to a "pleasure" (drugs, sex, etc.). [D]

42 Character has a run-in with a government leader over a point of law. Roll a d4 to determine the end result:

1. The leader becomes a deadly enemy. See *Table 751: Rivals* for details.
2. The leader becomes a close friend.
3. The leader becomes a rival. See *Table 751: Rivals* for details.
4. The leader becomes a patron. Select additional details on *Table 535: In the Service of ...*

43 From a distant relative, the character inherits stock and a seat on the board of directors of a powerful industrial corporation. The company is involved in military and commercial aircraft and vehicles, electronics, small arms, weapons systems, and war machines. Roll for Hi/Lo. Hi = the directors take an immediate liking to the character and gift her with samples (GM discretion advised). Lo = the directors dislike this "outsider" and seek to either remove her from the board or "eliminate" her.

44 The character takes a much needed vacation aboard a cruise ship. His shipboard successes at his favorite hobby (if character has no preferred hobby, select a recreation from *Table 419: Hobbies*) draw attention to him. He is offered a contract doing this hobby professionally for 1d6 years. The character accepts the job (add 1 Rank to the Hobby skill for each two full years at the new job). [R]

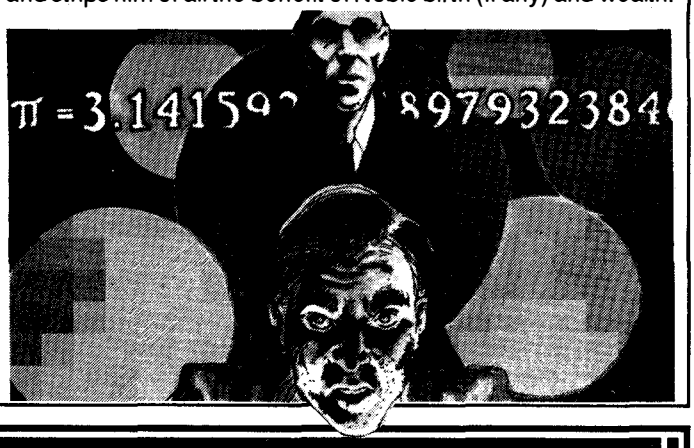
45 Roll 1d6. For beginning characters, add the result to the character's "final" age. More Adult Events occur during this time. Roll a d3 to determine the number of events. For NPCs whose age is already established, ignore the age change and just roll 1d3 additional events.

46 Select the event on *Table 209B: Special Events of Adolescence.*

47 Character is selected to become a close advisor to a local government leader. [N]

48 Character develops an exotic personality trait. Select the trait on *Table 642: Exotic Personality Features.*

49 A radical change in the political and economic structure of the land instantly drops the character's Social Level to Poor and strips him of all the benefit of Noble birth (if any) and wealth.



From Here — Continue on to Table 312: Alignment & Attitude

312:
Alignment & Attitude

To best roleplay a character, the player or GM needs to have a feeling for that character's personality and an understanding of his personal values. Alignment is a rough organization of a character's values. Is the character's personality weighted toward predominantly acceptable behavior? Is it seriously flawed, or possibly somewhere in between? Attitude refines this organization further, but still uses broad strokes. Building up and out from alignment and attitude and personal values, the character's personality can be more finely developed and defined. This collection of tables is the final stop in creating a character.

Table 641: Personality Traits gives a further discussion of Lightside and Darkside personalities.

Instructions: Follow the steps to develop the character's personality. Record information about personality on the blank lines in the PERSONALITY section of the character worksheet.

First: Select the Traits: While you were selecting events on *Tables 208-210,* you should have been writing the letters that followed those events in the brackets next to the lines in the EVENTS section of the character history worksheet (see Developing a Personality under *Table 208: Significant Events of Youth*). The letters indicate the table to be used to select the personality trait that develops. For each letter in brackets in the EVENTS section, go to the table indicated by it (as shown below) and follow directions there to select the personality trait.

- [L] **Lightside trait.** Use *Table 641A: Lightside Traits*
- [N] **Neutral trait.** Use *Table 641B: Neutral Traits*
- [D] **Darkside trait.** Use *Table 641C: Darkside Traits*
- [R] **Randomly selected trait.** Select on *Table 312A: Personality Trait Types.*

Trait Strength (312F)

This value represents the amount of influence the trait has over the character's life. Trait Strength is measured on a scale of trivial to obsessive. Trait strength can increase as the player plays his character. How and when this occurs is left to the GM.

An obsession means that the character's life centers around the trait and he becomes frustrated, possibly even dangerous if prevented from fulfilling his needs (see *Table 642B: Mental Afflictions,* entry #14).

Assign a relative strength value to each trait. If you wish to use dice for this, roll a d100 on the chart below:

d100	Strength	d100	Strength (cont.)
01-10	Trivial	60-79	Strong
11-29	Weak	80-94	Driving
30-59	Average	95-00	Obsessive

For more information about Trait Strengths, see *Table 642: Exotic Personality Traits* under Trait Control.

Record the name of the selected trait on a line in worksheet's PERSONALITY section. To the left of each line are three columns of boxes. Above the columns are the letters **L**, **N**, and **D**, corresponding to the types of traits. Mark the box in the column that corresponds to the type of trait recorded on that line. Repeat the steps for each letter in brackets in the EVENTS section of the worksheet.

Second: Determine Personal Values. Use *Tables 312B - D.*

Finally: Determine Alignment: Go to Table *312E: Alignment* to select the character's Alignment and Attitude.

312A: Personality Trait Types

Instructions: Roll a d100 and match the result against *Table 312A.* Go to the Table indicated by the die result.

d100	312A: Personality Trait Types
01-50	**No Personality Trait Develops**
51-65	**Neutral Trait:** use *Table 641B: Neutral Traits*
66-80	**Lightside Trait:** use *Table 641A: Lightside Traits*
81-95	**Darkside Trait:** use *Table 641C: Darkside Traits*
96-100	**Exotic Trait:** use *Table 642: Exotic Personality Traits.*

312B, C & D: Personal Values

These tables look at the people, things and concepts that are of greatest value to the character. Other things on each table may hold some importance for the character, but the selected things are of paramount importance.

Instructions: Follow these steps:

Step 1: For each of these three tables (B, C, & D), roll a d20 and match the result against the table

Step 2: go to *Table 312F: Trait Strength* and select the relative importance attached to the valued thing.

Step 3: Record these values and their strengths and any relationships between them on the worksheet under VALUES.

Roleplay: Use these values as a guide for determining how the character responds to his world. A character with a Driving passion for Money may do nearly anything to obtain it. A character who places a trivial value on his Friend (remember this is his STRONGEST value for persons) will probably think even less of anyone else. Assume that for anything valued Strongly or higher, the character will spend a great deal of time activities that either involve, care for, or protect the thing of value.

Table 312B: Most Valued Person

This is the one person (or person-like being) in the world whom the character values the most.

Roleplay: For 'real' people, the other people in their lives can be very important. This person selected here plays a key role in the characer's personality. She places a great deal of emphasis on their relationship, whether real, imagined or desired. Consider how the character would react if the valued person died. What would happen if their relationship changed?

Table 312 continues on the next page . . .

d20	312B: Most Valued Person (roll a d20)		
1	Mother	11	Politician
2	Father	12	Media celebrity
3	Parents	13	Sports hero
4	A sibling	14	Fictional Hero
5	A relative †	15	A writer
6	Family	16	A musician
7	Friend	17	God
8	Lover	18	A religious leader
9	One's self	19	Child or Children
10	A Pet	20	Teacher or professor

† Select on on *Table 104D: Other Relations.*

Table 312C: Most Valued Thing

The first thing to note is that these are not necessarily things that the character owns. A military pilot or ship's captain can place a great deal of value on his craft—even though another owns it. Second, many items are valued for sentimental or symbolic reasons. A book might have been a gift from a friend or relative, while a cross symbolizes a character's relationship with Christ.

Roleplay: In roleplaying, it's quite common to define a character in terms of her "stuff." The player values items for their usefulness in game play. Yet, consider how the character feels about her possessions, particularly that special one being selected here. How would she feel if it were lost? Stolen? Destroyed? Where does she keep it? How does she keep it safe?

d20	312C: Most Valued Thing (roll 1d20)		
1	Aircraft	8	Weapon.
2	Article of clothing	9	Piece of jewelry
3	Boat	10	Knick-knack
4	Book	11	Painting
5	Childhood toy	12	Letter
6	Diary	13	Drawing
7	Place of residence	14	Tool

15 Legacy. Select on *Table 853: Gifts & Legacies.*

16 Personal item. Examples: lighter, razor, watch, glasses, compact, purse, pipe, cane.

17 Photograph of ... Roll a d4
- 1 A treasured place
- 2 The most valued person
- 3 A relative from *Table 104D: Other Relations.*
- 4 Some other person from *Table 743: Others.*

18 Ground vehicle, such as car, truck, or motorcycle. Select on *Table 864: Vehicles.*

19 Reroll. Item is a focus for or symbol of the Most Valued Abstraction. Example: A character who values God and selects a book here might possess an old family Bible.

20 Reroll. Item is linked to the Most Valued Person: either as a former possession or a gift.

312D: Most Valued Abstraction

Abstractions are not physical things. They are concepts, beliefs or states of being upon which the character bases his life.

Special Instructions: Each abstraction entry is preceded by a formula in brackets. This formula modifies one of the column totals (Lightside or Darkside) on the character's PERSONALITY chart on the worksheet. The rationale is that devotion to abstract beliefs tends to color the rest of a character's life, often over-riding positive or negative personality traits.

Add the number of traits in each column of boxes in the PERSONALITY section of the worksheet and record the total beneath each column.

Now, if the formula for the selected abstraction says "L" plus a number, add that number to the character's Lightside trait column. If the formula says "D" plus a number, add that number to the character's Darkside trait column. If the formula says "N" minus a number, subtract that value from whichever column has the largest total value (Example: if the character's Lightside traits add up to a greater value than the Darkside, subtract it from the Lightside traits). If both Darkside and Lightside columns are equal, then DO NOT subtract the number.

Roleplay: One can assume that given the choice, the character will spend most of his or her time in some kind of activity involving this abstraction. A scientist might spend his life questing for knowledge. Someone else might waste their life seeking love, but never realize when they have found it. Consider whether or not a character would be willing to die in defense of this ideal. Would he be willing to die in order for someone else to benefit from it?

d20	312D: Most Valued Abstraction (roll a d20)	
1	[L+2]	Family, love of and loyalty to one's kin.
2	[L+2]	Freedom, both personal and national.
3	[L+2]	Friendship, loyalty to one's friends
4	[N-2]	Fun, just having a good time
5	[L+2]	Honesty
6	[N-1]	Knowledge
7	[N-1]	Love (or possibly just Romantic Activities)
8	[D+2]	Money
9	[L+2]	One's Word
10	[L+1]	Patriotism, loyalty to one's country
11	[D+1]	Political beliefs
12	[D+2]	Possessions
13	[D+3]	Power
14	[N-1]	Privacy
15	[L+3]	Religious beliefs†
16	[L+3]	Sanctity of Life
17	[N-1]	Scientific beliefs
18	[L+1]	Social Welfare (equal rights, save whales, etc.)
19	[N-1]	Sports
20	[N-1]	Work

† This assumes a good religion, not one devoted to selfishness or evil. If such is not the case, make this into D+3.

312E: Alignment

Determine Alignment: Look at the totals beneath the columns of Darkside and Lightside traits in the PERSONALITY section of the worksheet. If the Lightside or Darkside column total is two points greater than any other column, then the character's alignment is the same as the highest column total. If either the Lightside column or the Darkside column is NOT two points greater, then the character's alignment is Neutral. Record the character's alignment on the line provided for it.

Select Attitude: Read the attitude types below the section heading on the next page that corresponds to the character's alignment. Each attitude suggests a behavior pattern that might be fo-

Table 312 continues on the next page . . .

llowed by a character of that alignment. Select the one that is most appropriate for the character (whether a player character or an NPC). Record the character's attitude on the line provided for it.

Roleplay: A character's alignment is his moral philosophy of life, the primary aspects of his value system. It should be based on the predominance of Personality traits and modified by the things he values most. His attitude is how he *lives out* that philosophy. Like all things, both are subject to change as the character grows and changes. Try to play the character in keeping with his alignment and remember to play up his attitude. Use your discretion, but try to act in character.

Lightside Alignment

Followers of the Lightside respect others' reasonable rights. The preservation of life and freedom are among their highest goals. Such characters are often considered "good."

Lightside Attitudes

Ethical: "What is true for one is true for all." is her watchword. She lives according to a strict, *universal* moral code of ethics. Values fair play and respects authority; does no evil to self or others; and works for the good of all.

Conscientious: "Each man knows his own 'good' and defends it." sums up the conscientious character's beliefs. He lives according to a strict *personal* code of ethics. He is often an individualist who works for the law and the good of the greatest number of people, but who may distrust higher authority, living and working "outside the law." Includes vigilantes and "Robin Hood" types.

Chivalrous: "The strong are morally responsible to be the shepherds of the weak." is the chivalrous character's rule for life. Lives by the belief that the strong must protect the weak. This is often found among those of high Social Status and super heroes.

Neutral Alignment

The character's personality is roughly balanced between Darkside, Lightside, and Neutral traits. None has dominance. Such characters are neither strongly good nor strongly flawed. They may quite readily fit into one of the following attitudes:

Neutral Attitudes

Self-centered: "What's in it for me?" is the watchword of the self-centered character. He tends to look out for his own interests above anything else, though there are limits to what he will do. Like the Lightside alignments, he tends to have a high regard for life and freedom. He may be friendless, a mercenary who serves a cause only because it pays well, but once he gives his word or his loyalty, he does not go back on it. Nevertheless, there is no higher cause to him than self service and self preservation.

Apathetic: "What does it matter and who cares?" are her mottos. Such a character believes that nothing really matters in the end. She lives her life as if there were nothing to be accountable for often choosing to side with good or evil because she doesn't care which wins.

Materialistic: "He who dies with the most toys, wins!" is this character's battle-cry. This greedy character puts great emphasis on material things, particularly ones he can own. He strives to own the best of everything and may compromise other principles for self gain. Like the self-centered character, he takes the course of action that will best suit his desires for material gain.

Anarchic: "It's my life, I'll do as I please." Lives according to a loose *personal* code of ethics, though she does not feel bound to tell the truth, keep her word or help others if there is nothing in it for her. An individualist who disrespects higher authority, she does what she pleases, when it pleases her.

Egalitarian: "Both sides have a right to their own views." She champions the underdog, regardless of whether the cause is good or evil. She believes in fairness and equality for all. Like the chivalrous knight, she is dedicated to her code of honor. Unfortunately, the causes that she champions may not be the best for society.

Conformist: "Don't make waves," "Don't stick your neck out" and "It's none of my business" are his quotable quotes. He's Joe-average and likes it that way. He goes with the flow. His values are the popular ones for his times and make no effort to side with or against good or evil.

Darkside Alignment

These three are the big "D" attitudes: Depraved, Deviant and Diabolical. The character's personality is weighted heavily towards unpleasant or unacceptable behavior. Darkside attitudes are often marked by a craving for personal power or imposition of their own morally flawed value systems, at the cost of others' lives and freedom. The character may do anything to accomplish personal goals and is generally considered "evil" by society.

Darkside Attitudes

Depraved: "This is going to be fun." is not something one wants to hear this character say. Self-serving and unscrupulous. Like the Self-centered attitude (see above) seeks to fulfill personal desires, but unlike that attitude, this character will do anything to obtain his goals. A depraved character may even torture and kill for the sheer fun of it.

Deviant: "I have rights!" and "What is true for *ME* is true for all."" Like the Ethical attitude, he lives by a strict and ordered moral code. But this code is centered around the Deviant's self-centered personal goals and may have little to do with acceptable morality. He respects honor and discipline in others, and may even protect the innocent, but will not tolerate those who work to cross him.

Diabolical: "No one can tell me what to do!" is her watchword. The despicable Diabolical character has no code of ethics. She is unpredictable, helps others only to be able to hurt them later, despises all that is honorable, disciplined or that reminds her of authority.

Your Character History is Complete!

1. **Make any adjustments to your character's attributes.**
2. **Determine whether your character is Literate or not (see page 8).**
3. **Calculate your character's starting money (see page 8).**
4. **Convert skills and their Ranks into skills for your game system.**
5. **Reread the *Motivations & Linking Events* sections.**
6. **Write your character's history as his life story (see *Linking Events* on page 13).**

413:
Occupations

Use only if directed here by another Table

Occupations are what most "normal" folk do to put bread (or junk food) on the table. They are also what adventuring characters do for a living before they become adventurers. Since many roleplay game systems assume that the character has gained his professional skills on the job in the years prior to adventuring, this group of tables provides a selection of those jobs for the aspiring adventurer (though not all occupations are represented).

Instructions: Unless directed otherwise, begin by rolling a d10 and adding the character's *SolMod* to the result. Match the total against *Table 413A* to find which Table contains the character's occupation. Go to that table and follow directions. This selects the occupation (or gives instructions to go to another table). Follow directions until an occupation is selected. If the selected occupation does not seem to fit the game (such as a computer technician in a pre-industrial society), reroll until you get one that works. From here, go on to *Table 418: Occupation Performance*.

Roleplay: By learning a trade, a character becomes a contributing member of society. He gains skills that may be useful when adventuring and has a means to make money.

Gameplay Benefits: Each occupation should have several skills associated with it that the character can learn and improve upon. If a game system does not specify occupational skills, the GM and the player will need to determine what these are and how they are to be used in play.

Note: Occupations followed by an asterisk "*" may not be appropriate for use in all game genres.

d10	413A: Occupation Selector (d10 + *SolMod*)
1-5	Select on *Table 413B: Occupation Table I*
6-8	Select on *Table 413C: Occupation Table II*
9	Select on *Table 413E: Occupation Table IV*
10	Lo-Tech Occupation. If the Tech Level of a character's culture is 6 or less, select the occupation on *Table 413F: Lo-Tech Occupations* (otherwise reroll).
11	Job is special occupation, specific to the genre of the game system. Select the occupation on one of the following tables. *Super Heroes: Table 414A. Horror: Table 414B. Detective/Espionage: Table 414C. Pulp Heroes: Table 414D.*
12	A hobby practiced as an occupation. Select occupation on *Table 419: Hobbies.*
13	An unusual skill is practiced as an occupation. Select occupation on *Table 863: Unusual Skills.*
14	Select on *Table 413C: Occupation Table II.*
15-16	Select on *Table 413D: Occupation Table III.*
17	Reroll, but do not add in SolMod.
18	Select on *Table 413E: Occupation Table IV.*
19-24+	Select on *Table 413D: Occupation Table III.*

d20 413B: Occupation Table I (Roll a d20)

Base cost multiplier: 1

1 **Homeless.** Also sometimes called a hobo, bum, beggar, or street person, depending on time and place.

2 **Street Punk.** A petty criminal.

3 **Agricultural worker:** roll a d4 on the subtable below:
- 1 Agriculture technician
- 2 Ranch hand (cowboy)
- 3 Farm hand
- 4 Farmer

4 **Merchant Sailor.**

5 **Laborer:** roll a d6 on the subtable below:
- 1 Miner
- 2 Dock worker
- 3 Lumberjack
- 4 Warehouse worker
- 5 Landscaper
- 6 Mail room worker

6 **Food Service Worker:** waitperson, busboy, short-order cook, fast-food clerk.

7 **Fisherman.**

8 **Household servant:** roll a d8 on the subtable below:
- 1 Butler
- 2 Cook
- 3 Housekeeper
- 4 Nanny
- 5 Gardener
- 6 Chauffeur
- 7 Maid
- 8 Serving person

9 **Tavern Employee:** roll a d4 on the subtable below:
- 1 Bartender
- 2 Serving person
- 3 Housekeeper
- 4 Bouncer

10 **Street Vendor:** sells goods he makes, finds, buys, or "acquires" at his movable streetside stall. Often a source of inexpensive (or imitation) goods.

11 **Soldier:** for details in depth see *Table 527: Military Experience.*

12 **Craftsman:** select craft on *417A: Craft Table I.*

13 **Factory Worker.** Anything from heavy manufacturing to delicate assembly of electronics.

14 **Office Worker:** just about any non-management job.

15 **Health Care Worker:** a clerical worker, orderly or nurse.

16 **Technician (a.k.a. "Mechanic").** Operates, repairs, maintains and services equipment in his area of expertise. Roll a d10 on the subtable below to select this area.
- 1 Robotics*
- 2 Mechanical
- 3 Electrical
- 4 Computer*
- 5 Vehicles
- 6 Aerospace*
- 7 Power
- 8 Medical
- 9 Weapons
- 10 Agricultural

17 **Retail Worker:** a store clerk or cashier.

18 **Writer:** lives by writing. Writes nearly anything for money.

19 **Professional Driver.** Trucker, cabbie, chauffeur.

20 **Custodian:** cleans up after everyone else.

Table 413 Continues on the next page . . .

d20 413C: Occupation Table II (Roll a d20)

Base cost multiplier: 2

1 **Field Scientist:** a scientist who performs much of his work out in the world, rather than a laboratory.

1	Anthropologist	5	Criminologist
2	Archaeologist	6	Geologist
3	Biologist	7	Paleontologist
4	Botanist	8	Reroll twice more.

2 **Television/Radio:** This person works in broadcasting (radio or television). If time period allows a choice (after 1950), roll a d6 on a result of 5-6, the character works in Television). Character's Rank with skill must be 5+ for exposure or influence to be anything more than local.

1	News Announcer	5	Script Writer
2	Media Producer	6	Sales
3	Technician	7	Management
4	Camera Operator	8	Actor/Actress

3 **Merchant:** go to *Table 415: Merchants.*

4 **Journalist:** a reporter of news and events. Roll a d6. On a result of 5-6, character is a photojournalist. At Rank 5+, character is assumed to have world travel experience.

5 **Public Safety:** Roll a d4 to select the type job:

1	Policeman	3	Paramedic
2	Fireman	4	Special Weapons And Tactics

6 **Business Owner:** roll again on *Table 413B* to select the type of activity the business performs. The character has employees who perform this service.

7 **Craftsman:** select craft on *Table 417B.*

8 **Professor:** teaches at a college or university.

9 **Social Worker/Psychologist:** works to cure the ills of society.

10 **Government worker:** select type on *Table 416: Government Jobs.* If the selected job appears to be one of a relatively high status, assume that the character is an assistant to that position, maybe a second in command.

11 **Craftsman:** select craft on *Table 417A.*

12 **Chef:** cook for a good restaurant or a wealthy family.

13 **Manager:** manages the operation of a restaurant, hotel or retail establishment.

14 **Hostler:** runs a boarding house or bed and breakfast where travellers can get a room. Serves meals and drinks.

15 **Aircraft Pilot:** can fly most standard aircraft of her day.

16 **Construction Professional.** Roll a d6 to select the type of job on stable below.

1	Steelworker	4	Heavy equip. driver
2	Mason	5	Carpenter
3	Electrician	6	Plumber

17 **Ship Captain:** sails ships on the high seas, lakes and rivers. Roll a d10. Has a 10 + *SolMod* percentage chance to own his ship.

18 **Engineer:** knows the ins and outs of designing, maintaining and improving aspects of his area of expertise. Roll a d10 on the subtable below to select that area.

1	Robotics*	6	Aerospace*
2	Mechanical	7	Power
3	Electrical	8	Medical
4	Computer*	9	Manufacturing
5	Structural	10	Agricultural

19 **Teacher:** teaches children and young people.

20 **Bar Owner:** runs a tavern where drinks and food are sold.

d20 413D: Occupation Table III (Roll a d20)

Base cost multiplier: 3

1 **Research Scientist:** furthers the wealth of knowledge within the scope of his primary area of expertise. Roll a d10 to select that area:

1	Robotics*	6	Aerospace
2	Physics	7	Cybernetics*
3	Chemistry	8	Electronics/Computers*
4	Biology	9	Paranormal
5	Medicine	10	Astrophysics

2 **Administrator/Manager:** Oversees the operations of a large scale business or other organization.

3 **Architect:** the designer of impressive buildings, both public and private.

4 **Medical Doctor.** Roll a d6. On a result of 3-6, the doctor is a specialist, such as a psychiatrist, radiologist, cardiologist, etc.

5-6 **Merchant:** go to *Table 415: Merchants* and select the type of mercantile operation.

7 **Contractor:** oversees the construction of private and public buildings.

8 **Craftsman:** select the craft on *Table 417C.*

9 **Commercial Artist:** produces art for publication.

10 **Diplomat or Negotiator:** establishes or soothes relationships between governments or between businesses and governments.

11 **Dentist:** fixes teeth that need repair.

12 **Attorney:** deals in the finer points of the law and defending the innocent against unjust prosecution. On the other hand she may spend most of her time going for the "deep pocket" of insurance companies in civil liabilities cases.

13 **Philosopher:** a thinker, a sage, or even a theologian—probably associated with either a religious institution or a school of higher learning.

14 **Travel Agent:** makes travel arrangements for clients.

15 **Interpreter:** speaks several important languages fluently. Is probably attached to a government office or a large corporation. Speaks 1d4 languages at Rank 5 skill.

16 **Government Official:** select the type on *Table 416: Government Jobs.* If the selected occupation appears to be of low status within the government, assume that the character is in charge of all that type of activity for the government.

17 **Banker:** keeps track of other folks credit and loans credits to make credits.

18 **Business Owner:** select the type of activity the business performs by rolling the die again on *Table 413B.* If the result makes no sense or is too difficult to work out, reroll. The character does not actually do this service, but has employees who do it.

19 **Landlord:** owns property, rents it to others. Roll 1d10 for the number of properties owned. Select the average Social Status of the landlord's tenants on *Table 103: Social Status.*

20 **Marketing Specialist:** knows how to promote and popularize people, consumer goods, corporations and so on.

Table 413 continues on the next page . . .

d20 413E: Occupation Table IV (Roll a d20)

Base cost multiplier: 1d3

1 **Mercenary:** an independent professional soldier. For details in depth see *Table 527: Military Experience.*
2 **Artist:** a fine artist who creates art for sale. Usually talented in more than one artistic media.
3 **Adventurer:** a professional hero for hire. Select his original occupation on *Table 413A.*
4 **Career Criminal:** select on *Table 862: Crimes.*
5 **Clergyman:** select religion on *Table 533: Religion.* An NPC clergyman's skill Rank represents his standing within the religion. The subtable below shows relationship between Rank and position within the hierarchy of the religion. Titles are representative only. Give the clergyman a title appropriate to his or her religion.

Rank 1 = Novitiate
Rank 2 = Monk (an initiate of religious mysteries)
Rank 3-4 = Full priest/minister
Rank 5-8 = Chief Priest
Rank 9 = A High Priest
Rank 10+ = Earthly head of the religion

6 **Guide/Pilot:** a pathfinder who aids travelers, vacationers and merchants in unknown or "exciting" areas.
7 **Jack of All Trades:** roll 1d3+1. The die result indicates the number of different trades known to the character. Select occupations on *Table 417A: Crafts Table I.*
8 **Entertainer:** a comedian, night club signer, popular band member, actor, or stage magician.
9 **Professional Escort.** A companion for hire. Roll a d6. On a result of 4-6, the character is a prostitute hiding behind a respectable title.
10 **Private Detective:** Ferrets out hidden information. May have had underworld experience from *Table 529: Underworld Experience* .
11 **Author:** this indicates a *successful* writer. Most practitioners of the literary arts are paupers.
12 **Explorer:** goes where no one has gone before.
14 **Professional Athlete:** plays a sport professionally. Must have at least Rank 5 skills to be considered a "big league" player. Even then, he is a lesser light in his sport.
15 **Professional Hobbyist:** the character may teach the hobby, perform it professionally or sell its end products. Select the hobby on *Table 419: Hobbies.*
16 **Professional Gambler.**
17 **Business Owner:** Business is based on a specific game genre. Select the business on one of the following tables. *Super Hero: Table 414A. Horror: Table 414B. Espionage/ Detective: Table 414C. Pulp Hero: Table 414D.*
18 **Missionary.** a person dedicated to spreading the good news of his or her faith. Most missionaries also perform their normal occupation as a part of their mission. Reroll Occupation on *Table 413A.* The character will also have Rank 3 skill in a foreign language.
19 **Mystic/Mage:** a wielder of magical force. If your game system does not allow for magic, reroll! Your GM may need to designate what type of magic is being wielded and even whether or not the character knows what she is doing.
20 **Game Designer.** Creates games. May even play them.

d20 413F: Lo Tech Occupations (Roll a d20)

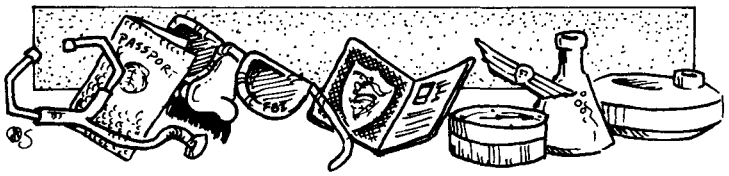
These are occupations found in remote or preindustrial areas of the world, many of which still remain into the late 20th century, even in North America.

Base cost multiplier: 1

1 **Fisherman:** his livelihood is the sea.
2 **Hunter:** he stalks wild game, providing both food and clothing.
3 **Warrior:** a fighter. He or she may also have more peaceful livelihood too.
4 **Toolmaker:** a craftsman who makes simple tools.
5 **Shaman:** a religious leader. Often feared and quite powerful. This is the early equivalent of both physician and priest. In addition to totem spirit magic, he is wise in the ways of plant lore and folk medicines.
6 **Tent or Sail maker:** depending on the culture, he makes tents (of felt, fabric or leather) or sails for sailing boats.
7 **Riding Master:** breeds riding beasts, breaks them to the saddle and teaches riding skills.
8 **Shipwright:** a builder of sailing vessels.
9 **Forester:** a warrior, guide and hunter who knows the forest, its flora and its fauna.
10 **Farmer:** he wrests food from the land.
11 **Mountaineer:** self-sufficient resident of the wild mountains or the outer wilds.
12 **Woodcutter:** cuts wood for fuel and lumber.
13 **Charcoal burner:** converts wood into charcoal.
14 **Peat cutter:** cuts peat moss blocks for use as fuel.
15 **Launderer:** washes clothing.
16 **Scribe:** reads and writes fluently in several languages and has legible, even elegant handwriting.
17 **Alchemist:** a maker of potions, a "magical" meddler in the sciences. Not truly a wizard, not quite a scientist.
18 **Prophet:** someone who speaks for God, bringing the deity's messages directly to the people.
19 **Laborer:** a strong body is all he needs.
20 **Second Hand Shop:** buys used goods, fixes them up a bit and resells them for less than new. Much junk, but often real bargains to be found.

From Here — Go to Table 418: Occupation Performance . . .

414: Special Occupations



Use only if directed here by another table

Each game genre has occupations that are unique, or at least more common to it than to other genres.

Instructions: The table that sent you here should have already told you which table to use. The name of the game genre is at the top of the each table. Roll a d10 to select the occupation. From here, continue on to *Table 418: Occupation Performance.*

Base cost modifier: 1d3 (for all tables)

d10 414A: Superhero Occupations

1 **Explorer:** searches the world for undiscovered places. Explorer has a 40% chance to have his own private aircraft.
2 **Police Officer:** Enforces the law.
3 **Foreign Correspondent:** Travels the world to bring important new stories to light.
4 **Medical Doctor.** Roll a d6. On a result of 6, the doctor is a specialist, such as a psychiatrist, radiologist, etc.
5 **Rock Musician:** plays intensely loud, jarring music that can turn a normal brain to mush in minutes.
6 **Inventor:** designs and develops new devices, processes or production concepts.
7 **Dilettante**: exists on an inheritance. Performs no real "occupation," but may be involved in charity work.
8 **Field Scientist:** select type on *Occupation Table 413C.*
9 **Test Pilot:** tests the reliability of experimental aircraft.
10 **Unemployed:** Reroll occupation on *Table 413A: Occupation Selector,* but the character is unable (or unwilling) to find work in his or her area of expertise.

d10 414B: Horror Occupations

1 **Occult Investigator:** investigates the paranormal.
2 **Professional Psychic:** claims to be in contact with the spirit world.
3 **Cult Leader:** heads up an occultic fringe religion.
4 **Horror Writer:** writes popular horror fiction.
5 **Medical Doctor:** Roll a d6. On a result of 6, the doctor is a specialist, such as a psychiatrist, radiologist, etc.
6 **Reporter:** specializes in stories about the unusual.
7 **Weird Scientist:** combines the occult with science.
8 **Paranormal Exterminator:** works to end problems brought about by ghosts, demons and dabblers in the occult.
9 **Charlatan:** Reroll on this subtable. However, she is a fake and uses her "skill" to bilk others out of their money.
10 **Unemployed:** Reroll occupation on *Table 413A: Occupation Selector,* but the character is unable (or unwilling) to find work in his or her area of expertise.

d10 414C: Espionage Occupations

1 **Secret Service Agent:** seeks to check the actions of those who may be dangerous to the government.
2 **Bounty Hunter:** earns his fees from the government, bringing in criminals, political enemies and other scum.
3 **Private Detective:** Ferrets out hidden information. Roll a d6. On a result of 3 or more, he has underworld experience from *Table 526: Underworld Events.*
4 **Company Man:** works for the "company," another name for the Government Intelligence Agency. Roll a d6. On a result of 3-6, the character is a field agent (not a desk job).
5 **Racer:** a professional driver who makes fast cars go even faster.
6 **Government Worker:** select type on *Table 416: Government Jobs.*
7 **Dilettante**: exists on an inheritance. Performs no real "occupation," but may be involved in charity work.
8 **Theoretical Scientist:** a research scientist who investigates and develops new theories about things within his area of expertise. Select type on *Occupation Table 413C.*
9 **Inventor:** designs and develops new devices, processes or production concepts.
10 **Unemployed:** Reroll occupation on *Table 413A: Occupation Selector,* but the character is unable (or unwilling) to find work in his or her area of expertise.

d10 414D: Pulp Hero Occupations

1 **Mercenary:** a soldier for hire. Generally has some of his own personal weaponry and equipment.
2 **Explorer:** searches the world for undiscovered peoples and places. Explorer has a 25% chance to have his own private aircraft.
3 **Big Game Hunter:** stalks the really big, and often dangerous animals of the wilds.
4 **Field Scientist:** select type on *Occupation Table 413C.*
5 **Inventor:** designs and develops new devices, processes or production concepts.
6 **Dilettante**: exists on an inheritance. Performs no real "occupation," but may be involved in charity work.
7 **Vigilante:** self-appointed criminal investigator/policeman/judge/jury. Seeks to bring the lawless to justice. May have a "day" job too.
8 **Aviator:** has own plane and performs odd jobs with it—air shows, deliveries, passenger service, mail, etc.
9 **Archaeologist:** brings back the treasures of the ancients for display in museums (less of a scientist, more of a professional tomb robber).
10 **Unemployed:** Reroll occupation on *Table 413A: Occupation Selector,* but the character is unable (or unwilling) to find work in his or her area of expertise.

From Here — Go to Table 418: Occupation Performance

415: Merchants

Use only if directed here by another table

Just as important as the business of making and growing things, is the business of selling things. Merchants are the lifeblood of most economies. They keep money moving. They also provide the things the adventurers so desperately need (or at least covet). Note that the selections here are not a reflection of a "real" economy and are geared towards adventure gaming.

Instructions: Roll 2d8 and match the total against *Table 415* to select a merchant type. From here, go onto *Table 418: Occupation Performance.*

Gameplay Benefits: Merchants learn languages, usually due to exposure to people who don't speak their own. This translates to Rank 2 skill in 1d4 foreign languages. Merchants also learn the value of what they sell. A merchant will have an ability to evaluate trade goods (usually limited to those he is familiar with) equal to his skill Rank as a merchant.

2d8 415: Merchant Types (roll 2d8)

2 **Arms Dealer:** Buys and sells weapons, usually in large quantities to questionable clients.
3 **Snake Oil Salesman:** Sells "miracles" to a needy world. Travels a lot by necessity.
4 **Tavern keeper:** Sells alcoholic beverages, a cheerful atmosphere and a limited meal menu.
5 **Pawnshop:** Valuables are used to secure loans here. If items are not reclaimed, the pawnshop sells the item.
6 **Trader:** The descendant of the traveling salesman and the long-haul trucker.
7 **Hoteller:** Provides a bed, a meal and more.
8 **Retail Merchant:** This is most stores, including fashions, books, food, hardware, vehicles, weapons, etc.
9 **Importer:** A general importer of trade goods, including spices, raw materials or subassemblies for manufacturing, crafts, grain, curios, and wild beasts.
10 **Livestock Trader:** Buys and sells farm animals for food and other uses.
11 **Shipping Agent:** Arranges the transportation of goods to many destinations. May run freight lines or own ships, but usually uses others.
12 **Real Estate Broker:** Locates potential properties for clients and arranges the sale.
13 **Jewelry Dealer:** Trades in gemstones and jewelry.
14 **Art Dealer:** Acquires and sells works of art.
15 **Antique Dealer:** Acquires and sells antiquities (ancient statuary and historical artifacts)
16 **Monopoly:** Roll again on this table to select business. The merchant controls all businesses of this sort in either a major city or a small country.

416: Government Jobs

Use only if directed here by another table

These are people who either govern others or work as a cog in the wheel of one of the multitude of governments that oversee the lives of people around the world. In general, these folks are either elected (by the people or a ruling power block) or appointed to perform a job. A society's Culture often determines which.

Instructions: Roll a d20 and match the result against the *Table 416: Government Jobs.* This is the government worker's job function. Roll Hi/Lo for the official's sex if necessary. Hi = female, Lo = male. From here, go onto *Table 418: Occupation Performance.*

Roleplay: There have been government workers almost as long as there have been governments. There are three reasons that someone becomes a government worker, 1) he has a desire to serve humanity, 2) has a lust for power and enjoys dominating and humiliating others, or 3) is simply not qualified to do anything else. When roleplaying a government worker, one or more of these three reasons can easily be the character's motivation.

d20 416: Government Jobs (roll a d20)

1 **Chief executive officer:** president or chairman.
2 **Office worker:** back bone of government.
3 **Policeman:** a patrolman or maybe a detective.
4 **Police chief:** top cop.
5 **Sheriff:** law and order in smaller towns and villages.
6 **Revenue Officer:** tax collector.
7 **Magistrate:** a courtroom judge with limited authority.
8 **Diplomat or ambassador.**
9 **City Ruler:** a mayor, party chairman, manager, etc.
10 **Advisor to the ruler of a country:** a counselor .
11 **Chief Advisor to a ruler:** like a Prime Minister.
12 **Governor:** appointed to rule a colony or territory.
13 **Judge:** interprets the law.
14 **Secret Policeman:** undercover arm of the law.
15 **Soldier:** a paid member of the standing army. Roll a d10. If the result is a 1-5, the soldier is not an officer. If the result is 6-8, the soldier is a noncommissioned officer. If the result is 9-10, the soldier is a commissioned officer. Officers go to *Table 530: Military Rank* to select their rank.
16 **Postal Worker:** Ensures that communications are transferred and delivered.
17 **Bureaucrat:** a petty official within a government.
18 **Legislator:** part of a law-making body.
19 **Government Employee:** select job on *Table 413A: Occupation Selection.* Reroll any obvious absurdities (but think first, would any job be too absurd for your favorite government to undertake?).
20 **Spy:** covert intelligence agent.

From Here — Go to Table 418: Occupation Performance

417: Crafts

Use only if directed here by another table

Crafts are skilled occupations in which the end product is usually something tangible, like a piece of pottery, a ship, a tool, or a piece of furniture. The crafts are a part of the heritage of many races. Many craftsman carry on centuries old family traditions. Their crafts appear anachronistic, seemingly out of place in our industrialized world. Yet they still exist and their goods will often be of the highest quality.

Instructions: Each of the three Craft subtables is separate from the others. The occupation table entry which sent you here should have indicated which subtable to use. To select a craft occupation, roll a d20 and match the result against the appropriate table. Record the craft in the OCCUPATION section of the worksheet. From here, go to *Table 418: Occupation Performance.*

Roleplay: Craftsmen are usually respected members of society. Master Craftsmen, especially artistic ones, are treated with honor often reserved for Nobles. Craft skills may be more applicable and appreciated on frontier or colony worlds where mass production is limited and interstellar imports are expensive.

Gameplay Benefits: Each craft consists of one or more skills that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.

417A: Craft Table I (Roll a d20)

d20	Craft
1	**Blacksmith:** maker and repairer of metal goods.
2	**Potter:** makes pottery and glazes.
3	**Weaver:** makes cloth, usually of natural fibers.
4	**Stone Mason:** shapes and lays stone.
5	**Gunsmith:** makes and repairs solid projectile guns.
6	**Baker:** bakes bread, cakes, cookies, etc.
7	**Butcher:** butchers animals, smokes meats.
8	**Carpenter:** builds with wood (or synthetic materials).
9	**Tanner:** prepares leather from animal hides.
10	**Rope and Net Maker.**
11	**Leather Worker:** makes leather goods.
12	**Cobbler:** a specialty shoemaker. Also repairs shoes.
13	**Basket Weaver:** maker of baskets and wickerware.
14	**Joiner:** makes wooden furniture & cabinets.
15	**Painter:** paints houses, ships, etc.
16	**Spinner:** spins wool, flax, and cotton into thread.
17	**Dyer:** colors woven fabrics.
18	**Chandler:** makes candles.
19	**Sail Maker:** makes sails for sailing vessels.
20	**Saddle and Riding Harness Maker.**

417B: Craft Table II (Roll a d20)

d20	Craft
1	**Shipwright:** builds sailing ships.
2	**Wheel/Cartwright:** makes wheels and wagons.
3	**Distiller:** makes distilled beverages, usually alcoholic.
4	**Tinker:** repairs simple household objects.
5	**Sign Painter:** paints signs for all occasions.
6	**Clock Maker:** makes and repairs mechanical time pieces.
7	**Miller:** grinds grain into flour.
8	**Armor Smith:** makes armor and some weapons.
9	**Sausage Maker:** makes sausages.
10	**Brewer:** makes beers, ales and meads.
11	**Animal Trainer:** trains common animals like dogs or horses.
12	**Plasterer:** plasters walls and ornate decorations.
13	**Glazier:** makes and installs window glass.
14	**Tailor:** makes/repairs clothing of all kinds.
15	**Silver Smith:** makes and repairs metal vessels.
16	**Glassblower:** makes bottles and glassware.
17	**Cabinet Maker:** makes fine wooden furniture.
18	**Weapon Master:** a teacher of weapon skills.
19	**Dress Maker:** makes women's clothing
20	**Frame Maker:** mats and frames artwork.

417C: Craft Table III (Roll a d20)

d20	Craft
1	**Cosmetologist:** skilled in the art of make-up creation and application.
2	**Costumer:** makes costumes and elegant clothing.
3	**Goldsmith:** a crafter of gold for all uses.
4	**Jeweler:** a maker and assessor of fine jewelry.
5	**Instrument Maker:** musical instruments.
6	**Composer:** a professional creator of music.
7	**Cartographer:** master surveyor and map maker.
8	**Perfumer:** makes perfumes and scents.
9	**Animal Trainer:** train exotic animals.
10	**Pharmacist:** makes and dispenses medicines.
11	**Furrier:** makes and sells fine fur clothing.
12	**Horse Breeder:** blends the bloodlines of fine horses.
13	**Fine Artist:** paints murals and portraits, sculpts statues.
14	**Wine Maker:** knows his wines, grapes and fruits.
15	**Oculist:** makes custom lens, and eyeglasses.
16	**Pastry Chef:** cakes, sweet breads and pastries.
17	**Confectioner:** candy maker.
18	**Paper and Ink Maker:** source of special papers and inks.
19	**Knife Maker:** makes swords, daggers, and other bladed weapons.
20	**Poet:** a writer of sonnets, odes and epics.

From Here — Go to Table 418: Occupation Performance . . .

418:

Occupation Performance

Use only if directed here by another table

This table is optional, use it only if you want to. It goes into details about a character's or an NPC's performance of his occupation, including attitudes about work, and coworkers, work habits and level of achievement within the occupation.

Instructions: If you chose to use this table, roll a d3. The result is the number of different descriptions which apply to the character's or the NPC's work habits. Roll a d20 *and* a d6 for each description to be selected. On *Table 418A: Work Attitudes,* go to the entry indicated by the d20 result. Use the column (either left or right) on the table as indicated by the d6 result.

If the character being described here is a nonplayer character, go to *Table 418B: Level of Achievement.* Roll a d20 to select how well the character does in his chosen occupation, including a relative Rank for his skill level.

From here, return to the table that requested that an occupation be selected.

418A: Work Attitudes

d20	Work Attitudes (roll a d20 & a d6)	
	d6 result of 1-4	**d6 result of 5-6**
1	Hard worker	Lazy
2	Ambitious	Laid back/Casual
3	Overbearing	Submissive
4	Well-liked	Hated
5	Patient	Impatient
6	Talented	Incompetent
7	Generous	Stingy
8	Fair	Underhanded
9	Opinionated	A Yesman
10	Inspired Loyalty	Inspired Mistrust
11	Humble	Arrogant
12	Trusting	Jealous
13	Creative	Uncreative
14	Adept	Clumsy
15	Efficient	Inefficient
16	Workaholic	Slacker
17	Productive	Unproductive
18	Office Politician	Avoids politics
19	Happy	Unhappy
20	Roll again on *Table 641A: Lightside Traits.*	Roll again on *Table 641B: Darkside Traits.*

418B: Level of Achievement

NPCs only!

d20	Achievement (roll a d20)
1-2	**Apprentice:** NPC never managed to rise above this level of accomplishment. Roll a d20 again. If the result is 19-20, the NPC was an acknowledged failure at his profession. Anyone in that profession will know of it. Skill Rank is 1d2 (Rank 1 or 2)
3-14	**Journeyman:** The skills are known, but mastery was never gained. Most probably, he works for someone else, since his skills are hardly worth noting. Skill Rank is 1d3+2 (Rank 3 to 5).
15-17	**Skilled Tradesman:** A well respected practitioner of the craft or profession, though he has gained little renown for the practice of his occupation. A character with this skill ranking will usually own his own business or be an overseer in someone else's business. Skill Rank is 1d2+4 (Rank 5 or 6).
18-19	**Master Craftsman:** An acknowledged master of the profession. There are few better at it than he. Usually has his own business, though he may be in the employ of some wealthy patron. Many times his business involves training apprentices to the craft. Skill Rank is 1d2+6 (Rank 7 or 8).
20	**A Master of Note:** The NPC has gone beyond mere practice of the craft to turn it into an art form. He is a Grand Master, known throughout the world. His work is in high demand and often demands a high price. Such a character's skill Rank is Rank 9. Roll a d20 again. If the result is 20, he has legendary skill at his craft (Rank 10). Roll a d20 once more. If the result is again 20, the character has Mythical skill (Rank 11+). Others who practice the same profession will be in awe of the character.

From Here — Return to the Table that sent you to select an Occupation . . .

419:
Hobbies

Use only if directed here by another table

Regardless of culture, social status or even species, it's not unusual for an intelligent being to devote its "free" time to diversions that entertain, challenge or improve oneself .

Instructions: Roll a d20 and match the result against *Table 419A* to select a hobby. Then go to *Table 419B* and roll a d20 to determine the character's degree of interest in the hobby. Finally go to *Table 419C* below and roll a d4 to determine the character's skill at the hobby (as adjusted by the Degree of Interest modifiers).

Roleplay: Hobbies provide characters with unusual, but often useful skills, often unobtainable by other means. Hobbies often have a negative side-effect: they become compulsive, consuming all a character's time, energy, and money.

419B: Degree of Interest (Roll a d20)

d20	Degree of Interest
1-4	**Casual.** Easy to put aside when necessary. Spending money on this hobby is a rare occurrence.
5-12	**Sporadic and Variable.** Interest runs in spurts, intense at times, totally ignored at others. Character will easily spend 1% of his total income on this hobby.
13-19	**Devoted.** Given a choice, this is how the character spends his free time. About 10 to 15% of total income is spent on this hobby.
20	**Consuming Passion.** This activity is a focal point of the character's life (see Obsessive Behavior description, entry 14, in *Table 641B: Mental Afflictions*). Character will spend (1d6+2)x10% of his total income on this hobby and may have to be forcibly pried away from the pursuit of the hobby.

419C: Hobby Proficiency

Roll 1d4. The result is the character's base or starting Rank with this skill. Add or subtract ranks from this ability based on the degree pf interest modifiers listed below. Rank at hobby will never be less than 1.

Degree of Interest	Skill Modifier
Casual:	-1 Rank
Sporadic and Variable:	—
Devoted:	+1 Rank
Consuming Passion:	+2 Ranks

419A: Type of Hobby (Roll a d20)

Base cost multiplier: 2

d20	Hobbies & Diversions
1	**Collect something** (weapons, animals, paintings, books, signatures, religious symbols, antiques, etc.).
2	**Dancing** (either participation or spectator).
3	**Unusual Sport.** Like squash or bull-fighting.
4	**Outdoorsman.** Roll a d8 to find the area of interest. 1 Fishing 2 Scuba diving* 3 Sky diving* 4 Hiking 5 Rock Climbing 6 Snow Skiing 7 Hunting 8 Hang gliding*
5	**Write Creatively** (poetry, histories, fiction, plays)
6	Pursues an unusual skill as hobby, select on *Table 863: Unusual Skills*.
7	**Art.** Draw, paint or sculpt.
8	**Hobbycraft.** Roll a d8 to determine the area of interest. 1 Needlework 2 Knife making 3 Holography 4 Model making 5 Baking 6 Weaving 7 Ceramics 8 Sewing
9	**Music.** Appreciation & Performance.
10	**Study.** Roll a d8 to determine the area of interest. 1 History 2 Religion 3 Art 4 Astronomy 5 Archeology 6 Other Cultures 7 Paranormal Activity 8 Weapons
11	**Sports and Athletics.** Roll a d8 on the subtable below to determine the type of activity. 1 Wrestling (+1 point Strength attribute) 2 Running (+1 point to Constitution attribute) 3 Fencing (gain Rapier skill) 4 Team ball sport (+1 point to Dexterity attribute) 5 Animal racing (gain riding skill) 6 Swimming (gain swimming skill) 7 Target shooting (gain skill with bow) 8 Martial arts (gain skill with fists and feet)
12	**Partying.**
13	**Game playing.** Roll a d8 to determine the area of interest. 1 Computer games* 2 Cards 3 Gambling 4 War games 5 Chess 6 Board games 7 Puzzles 8 Roleplay gaming*
14	**Hairdressing and cosmetics.**
15	**Flying.** Roll a d6 to determine the area of interest and skill. 1 Helicopters* 2 Ultra-lights* 3 Space craft* 4 Prop planes 5 Military Planes 6 Jet planes*
16	**Gardening.**
17	**Breeding Dogs** (or other hunting animals).
18	**Animal Husbandry** (breeding livestock).
19	**Cinematography** (film making and appreciation).
20	**Computer Hobbyist.**

* **Anachronisms.** This area of interest may not be appropriate for early time periods. If it is taken, character is probably interested in the theory and possibility for development of such things in the future.

From Here — Return to the Table that sent you here . . .

520:

Tragedies

Use only if directed here by another table

Instructions: When bad things happen to good characters, it becomes necessary to roll a d4 and a d10. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. Example: a d4 result of 2 and a d10 result of 0 are read as a 20. Match the number against the table below. Should the die roll indicate a situation could not occur, such as a parent dying when the character has no living parents or guardians, then reroll until a tragedy that could happen occurs.

Roleplay: Tragedies happen to almost everyone to one degree or another and we often learn and grow from them. More than many types of events, these strong emotional occurrences have profound effects upon characters.

A tragedy could easily provide subsequent life-long motivation for the character or drastically change his or her perception of the world. The violent death of a loved-one could initiate a vendetta against the perpetrator that may later be played out. A string of tragedies could make the character feel that he has inborn bad luck or even that the universe is against him.

d4/d10 520A: Tragic Result (roll a d4 & a d10)

10 Wild beasts attack. The character receives a grave injury, but survives. She is forced to watch while the beasts drag off and devour 1d4 family members (if no family, then guardians or friends). Go to *Table 859: Serious Wounds* to determine the character's injury and its lasting effect. Select relatives on *Table 104D: Other Relations* (reroll anything that really does not work).

11-12 Character is imprisoned for a crime he did not commit. Go to *Table 862: Crimes* to select the crime for which the character has been imprisoned. Following each crime is a number that indicates the type of die to roll to find the number of years for or type of sentence. Go to *Table 532: Imprisoned!* for special occurrences that happen in prison.

13 If the character has children, one of them dies. Select the cause of the tragedy on *Table 520B: Tragic Causes*. Then go to *Table 538: Death Situations* and select how the death occurred. If the character has no children, then the event affects a sibling. If the character has no siblings, reroll a different tragedy.

14-15 An industrial accident levels a manufacturing facility in the character's town, killing one the character's parents (or guardians) in the process, contaminating his neighborhood with toxins and radioactivity and giving the character a grave injury (selected on *Table 859: Serious Wounds*). As compensation from the company, the character receives a 1d10x $10,000.00 monetary settlement.

16 A favorite pet dies painfully (special pets created on *Table 749: Unusual Pets* are included in this). Roll a d6. If the roll is 5 or 6, the death was caused by someone else. Go to *Table 743: Others* and determine who caused the pet to die.

17-18 Orphaned! Go to *Table 539: Death of a Loved One.*

19 The town where the character lives is wiped out. Roll a d6 for each close family member or friend living in the affected area. On a roll of 5-6, that person dies in the tragedy. Select the cause of destruction on *Table 520B: Tragic Causes.*

20 The character is responsible for a death. Go to *Table 743: Others* to determine who died. Then go to *Table 538: Death Situations* to determine how the death occurred.

21 Family/Guardian(s) is wiped out. Roll a d6 for each close family member. On a roll of 3-6, that person dies. Select the cause of the tragedy on *Table 520B: Tragic Causes.*

d4/d10 520A: Tragic Result (continued ...)

22-23 A favorite, possibly valuable, possession vanishes. Roll a d6 on the subtable below to find how it happened:

- **1-3** It was lost.
- **4-5** It was stolen.
- **6** It was stolen and a fake left in its place.

24 One or both of the character's parents are outlawed and go into hiding. Roll a d6 on the subtable below to determine the affected parent. The numbers following each name indicate the chance on a d6 that the character and the rest of his family followed the outlaw(s) into hiding.

- **1-3** Father (1-2)
- **4** Mother (1-4)
- **5-6** Both parents (1-5)

Now go to *Table 862: Crimes* to find why the parent(s) was outlawed. Then roll a d6. On a roll of 5-6 the parents go into hiding within a different culture level. Go to *Table 102: Culture & Technology* to find the Culture (and *CuMod*) that will affect all the character's future rolls.

25-26 A vehicle accident kills 1d3 family members (select from those recorded on the worksheet), another person (selected on *Table 743: Others*) and nearly kills the character. Select a reasonable vehicle on *Table 864: Vehicles.* Competent plastic surgery gives the character a new face, but he must live with results of 1d2+1 serious injuries (selected on *Table 859: Serious Wounds*). Roll a d6 to select the cause of the accident:

- **1** The character was drunk or drugged out*.
- **2-3** The other driver was drunk or drugged out.
- **4-5** Driving conditions were bad.
- **6** Someone's actions. Go to *Table 743: Others* to determine who caused the accident.

* In this case the character also goes to prison: see *Table 862: Crimes* and *Table 532: Imprisoned!* for details.

27-28 Character receives a severe injury that does not heal properly. Go to *Table 859: Serious Wounds* to select the injury and its lasting effect. Select the cause of the tragedy on *Table 520B: Tragic Causes.*

29-30 One of the character's parents (or guardians is killed). Roll for Hi/Lo. Hi = father/male guardian. Lo = mother/female guardian. Select the cause of the tragedy on *Table 520B: Tragic Causes.*

Continued ... ☞

Table 520 continues on the next page . . .

d4/d10 520A: Tragic Result (continued ...)

31 The character's home area is overrun by hostile forces. All his possessions are destroyed and he and his family are forced to perform slave labor for the occupying forces. Select events as if the character were Imprisoned, but do not add the character's *SolMod* when selecting prison type. The character is tattooed with an identifying number. 1d3 members of his family die during captivity. Select them on *Table 104D: Other Relations.*

32 The character is banned from performing his or her primary profession and is cast out of any unions, professional, associations or societies associated with the trade. If the character's identity is publicly known, he or she cannot practice the profession within the confines of his current society.

33-35 If the character has a lover, then something terrible happens to the beloved. Roll a d10 on the subtable below to discover the nature of this tragic event. If the character has no beloved then reroll a different tragedy.

1	Unfaithful lover leaves character heartbroken.
2	Lover attempts to kill character, but then disappears. On a d6 roll of 6, the character receives a severe injury that does not heal properly. Select injury on *Table 859: Serious Wounds.*
3	Lover tries to kill character, but dies in the attempt.
4-5	Loverdies. Select cause on *Table 520B: Tragic Causes.*
6	Lover becomes severely, even dangerously mentally ill and must be permanently hospitalized.
7	Lover is killed by lover's own jealous former lover.
8	Lover disappears and is never seen again.
9	Lover reveals that he or she can hereafter only love members of his or her own sex.
10	Lover imprisoned for a crime. Go to *Table 862: Crimes* to determine what he or she allegedly did.

36 A disease almost kills the character and leaves horrible scars. Reduce Charisma and Appearance by 1d4 points.

37-38 War ravages the character's homeland. Roll a d6 on the subtable below to determine the number of additional tragedies that afflict the character.

1-2	One additional tragedy.
3-4	Two additional tragedies.
5	1d3 additional tragedies.
6	If 17 years or older, the character is conscripted into military duty. Roll for 1d3 additional tragedies then go *Table 527: Military Experience.*

39 The character's home is destroyed along with all belongings. On a d6 roll of 6, the character's Social Status drops by one level. Select the cause on *Table 520B: Tragic Causes.*

40 The tragedy is like a cloud with a "silver lining." Reroll the event on this table and then select the good thing that comes about because of it on *Table 521: Something Wonderful ...*

41 The character's family loses all its wealth. Reroll Social Status on *Table 103: Social Status* and subtract 30 from the die roll. The *SolMod* from this new status will be the one that affects *all future* die rolls.

42 All persons belonging to the character's ethnic background are rounded up by government troops and placed in concentration camps. The character escapes, but does not know the status of his family. The character must assume that he too will be hunted down by the government for recapture.

d4/d10 520A: Tragic Result (continued ...)

43 The character's best friend dies. Go to *Table 538: Death Situations* and determine how the death occurred.

44 The streets are swept by press gangs seeking "volunteers" for secret medical experiments. While passing a dark alley the character "volunteers." Police rescue him, but not before he has been subjected to the experiment. Give the character 1d3 quirks from *Table 642: Exotic Personality Traits* and 1d3 items from *Table 858: Exotic Features* as a result of the experiment.

45 The character is disinherited by parents. For subsequent standard of living, reroll Social Status on *Table 103.* Do not add in a character's *CuMod* or *TiMod* values and do subtract 10 from the die roll. If the character does not have an occupation that he can practice at Rank 3 or better skill, modify the roll by subtracting 45 from it instead.

46 The character is forced into an unwanted marriage. If the character is already married, the old spouse "disappears" (he or she may have been kidnapped, imprisoned or killed). At the time of marriage, the new spouse dislikes the character and will obviously cause the character grief for some time to come.

47 A shift in the economy causes severe inflation. The value of money becomes a fraction of what it was. All Social Status's above Destitute drop 1d3 levels for 1d6 years. After that, they rise one level, but remain there (unless changed again).

48 The character's family is stripped of all titles and lands. Reroll Social Status on *Table 103: Social Status* and subtract 10 from the die roll. The *SolMod* from this new status will be the one that affects all future die rolls. Roll a d6. On a result of 6, the character's family is outlawed (see #24 above).

49 Roll twice more on this table and combine the results into one horrible tragedy.

520B: Tragic Causes

Use only if directed here by another table

Instructions: Roll a d10 on the table below to select the cause of a tragic event. Reroll if the situation doesn't fit.

d10 520B: Tragic Causes (Roll a d10)

1	An unexplainable accident.
2	A terrible fire.
3	A virulent, incurable disease.
4	Someone's actions. Select person on *Table 743: Others.*
5	A Villain's actions. Create the fiend on *Table 752: Villains.*
6	An explosion.
7	Roll for Hi/Lo. Hi = A revolt. Lo = a War.
8	A vehicle accident. Select a reasonable vehicle on *Table 864: Vehicles.*
9	The character's own actions!
10	A natural disaster. Roll a d12 on the subtable below.

1	*Avalanche*	**7**	*Meteor Strike*
2	Flood	**8**	Forest or Brush Fire
3	Earthquake	**9**	Tornado
4	Solar Flare	**10**	Mine cave in
5	Volcano	**11**	Hurricane or Storm
6	Lightning	**12**	Tidal Wave

521: Something Wonderful...

Use only if directed here by another table

Life is tough, so when something good happens to a character it always seems to be unexpected. This is a list of good, wonderful things that can happen.

Instructions: Roll a d20 and match the result against the table below. Some entries may require that additional rolls be made. Should the die roll indicate a situation that could not occur, reroll until an event that could happen occurs.

Roleplay: Good things DO happen, even miraculous things. When these sort of things happen, the character may feel extremely lucky or blessed by God. Some characters might accept this with gladness and humility, while others might feel that they are finally getting their due.

d20 521: Wondrous Results (Roll a d20)

1 Carnivorous beasts invade the character's camp. During the attack, the character finds that he has the innate ability to psychically command wild beasts to do his will (so long as it does not seriously risk the animals lives).

2 Get Out of Jail Free. A magnanimous ruler pardons all prisoners. If the character, or his friends or relatives are in prison, they are set free with an admonition to "Sin no more."

3 If the character has a lover or spouse, he is blessed with the birth of a healthy, beautiful child. Roll Hi/Lo for the child's sex. Hi = male. Lo = female.

4 While repairing the family home, the character discovers an intriguing item of great value. Go to *Table 853: Gifts & Legacies* to determine what has been found.

5 Character acquires an unusual pet. Go to *Table 749: Unusual Pets* to determine the details about this animal.

6 The character is adopted into a Wealthy family. If he is an orphan, it is a true adoption. If he has living parents, he is treated just like a son. Assume that the new family is of the same Culture level as the character at the time of adoption. Roll for important information about the new family on *Tables 104: Birth & Family* and *107: Parents & NPCs.*

7 The town where the character lives is destroyed, but there is little loss of life. However, after the disaster passes, the area is rebuilt and becomes a boom town, more prosperous than ever before. The Social Status of the character's family raises by one level (but never above Wealthy).

8 The character is responsible for saving a life. Go to *Table 743: Others* to determine who was saved. Then go to *Table 538: Death Situations* to determine how the death almost occurred. Roll Social Status for the near-victim on *Table 103.* If the victim was Well-to-Do or better, a reward of the victim's *SolMod** x $100 is given to the character.

9 A new market opens up for the chief source of the character's income (or family's income). Add +20% to the character's starting money.

10 A miracle (the only possible explanation) gives the character a favorable modification. Select it on *Table 858: Exotic Features.* Reroll any unfavorable or undesirable changes.

d20 521: Wondrous Results (continued ...)

11 The character gains a loyal friend and companion. Go to *Table 750: Companions* to determine the details.

12 This is a bittersweet blessing for it is combined with a tragedy. Reroll on this table, then select the accompanying tragedy on *Table 520: Tragedies.*

13 A despotic local government official outlaws the character's parents. After 1d10 years, the official's boss overthrows the evil official and the character's parents are not only pardoned, but are honored for their role in the despot's demise. Add 1d4 points to the character's *SolMod.* Change the character's social status (see *Table 103: Social Status*) so that it matches the *SolMod.*

14 Character receives a severe injury that does not heal properly and almost kills her before she is rescued by a benevolent (but slightly mad) scientist who replaces the body part with an *experimental* bionic prosthesis which grants the character superhuman powers. Use *Table 859: Serious Wounds* to find what has been replaced. Work out any special abilities with your GM.

15 The character becomes renowned for her occupation. Clients from around the world seek her services. The influx of business allows the character to increase her social status by 1d2 levels (but not above Wealthy).

16 A disease almost kills the character, but miraculously, the character becomes immune to ALL diseases.

17 A lasting peace takes hold in the land. If the character is currently in the military, he is discharged with honors (see *Table 530: Military Rank* for mustering out benefits.

18 If the character has an occupation, she is promoted to a position of respect and authority. Her Charisma attribute rises 1d3 points. Her starting money rises by 10%. Add 1 point to her *SolMod.* If character has no occupation, then reroll.

19 The character meets the love of his life. If adults, they marry and live happily ever after. If children, they wait until age 18, then marry. Select romantic events on *Table 534: Ah Love!* Reroll any unpleasant or unfavorable romance events.

20 A shift in the economy increases the value of precious metals. The rich get richer. All Social Status's above Comfortable increase one level (But the Wealthy have only a 1% chance to become Extremely Wealthy).

From Here — Return to the Table that sent you here . . .

522:

Superhero Events

Use only if directed here by another table

This is a foray into the terribly exciting mega-multi-omni-universe of the super-powered super hero. For the most part this table assumes that the character is either a super hero or a super hero wannabee. For those who cross over from other genres, modify the event to fit your game's rules of logic as necessary.

Instructions: If the game system being played is not a super hero game system, then roll a d20 once on the following table to determine the character's chance encounter with the world of super heroes. If the game IS a super hero game, roll 1d3 events on this table.

Secret Origins: If you are creating a superpowered character and have not yet determined the origin of his or her powers, do so NOW. Go to *Table 74O: Secret Origins.*

Roleplay: Consider the tone of the campaign well ahead of time. Is it straight hero-bashes-villain stuff, or are the lines of good and evil a bit fuzzy? Is reality something that is clearly defined and explainable, or are there weird things that most people would go mad if they knew of such things' existence? Knowing this sort of thing ahead of time will make it easier for the player who is putting together his hero's background.

d20 522: Superhero Events (roll a d20)

1 The character was formerly associated with a villain, but she reformed. Roll 1d4 to determine level of association. Then, consult *Table 522B: Reformation* for details of her change of heart and *Table 752: Villains* to learn about her evil boss.

- **1** The character was a sidekick.
- **2** The character was a henchman.
- **3** The character was an equal partner.
- **4** The character was a non-criminal employee.

2 The character falls in love with a superpowered person. Select more details surrounding their relationship on *Table 534: Ah Love!* Also roll a d6 on the subtable below:

- **1** The beloved is on the wrong side of the law.
- **2** The beloved is an extraterrestrial being.
- **3** The character falls in love with the beloved's secret identity, not the public, super-powered one.
- **4** Another superpowered being is a rival for the beloved's affections.
- **5** The beloved constantly fears for the character's safety and often over-protects the character.
- **6** Roll twice more on this subtable.

3 The character is inducted into a group of 2d6 heroes united to fight crime. Roll a d6 on the subtable below for details.

- **1-5** The character is still a member of the group.
- **6** Character quits in a huff over differing philosophies, operating methods, etc. Roll for Hi/Lo, Hi = Group begs him to stay. Lo = Group says "Good riddance!"
- **7** Group is wiped out by 1d4 super villains, and character is the only survivor. Consult *Table 752: Villains.*
- **8** Group is so inefficient & mishandled that they disband.
- **9** The character is kicked out for making a bad mistake during a mission.
- **10** The character loses interest in group and leaves.

4 The character was the teen sidekick of an established hero. Create the senior hero's background. Use the subtable for entry #3 above to determine the current relationship between the senior hero and his protegé (substituting "senior hero" for group).

5 The character has a companion/sidekick. Create this friend on *Table 750: Companions.* Use the subtable for entry #3 above to determine the current relationship between the senior hero and his protegé (substituting "sidekick" for "character" and "character" for "group").

d20 522: Superhero Events (continued)

6 The character is sponsored by a mysterious patron. Roll Hi/Lo, H i= The character has met the benefactor, Lo = The character has only long-distance communication with patron. Consult *Table 535: In the Service of . . . .*

7 The character receives extra training from a respected mentor. Roll 1d4 to determine which Table to consult. If the player wishes, the mentor's past may be created.

- **1** *Table 863: Unusual Skills*
- **2** *Table 853: Gifts and Legacies*
- **3** *Table 860: Psychic Powers*
- **4** *Table 863: Unusual Skills & 853: Gifts & Legacies*

8 An incident takes place in which the character gains a new power. Consult *Table 540: Secret Origins*, beginning with *Table 540B: Incidents.* Consult with your GM regarding the new power.

9 An incident takes place in which the character is stripped of a super power for 2d6 months. Consult *Table 540: Secret Origins*, beginning with *Table 540B: Incidents.* The character fears the reoccurrence of such an incident.

10 Scientific breakthrough by scientist friend gives the super hero a new gadget. Select it on *Table 854D: Wondrous Devices.*

11 The character is responsible for an innocent bystander's death. Select the circumstances on *Table 538: Death Situations*, then roll for Hi/Lo. Hi = The character is directly responsible, then consult *Table 522C: Personal Crisis.* Lo = The character is indirectly responsible. No recordable effects, though the character receives bad media exposure for 1d20 days.

12 As a result of a failure to prevent a tragedy, the character suffers a crisis of confidence, and halts heroic career (if any) for 1d12 months. Select the tragedy on *Table 520: Tragedies,* then consult *Table 522C: Personal Crises.*

13 The character is involved in an adventure that is so mind-twistingly bizarre and reality shattering, so unlike the traditional hero vs. villain encounters, that it causes the hero to change his outlook on reality, life, and the universe. Roll once on *Table 312: Alignment and Attitude,* reroll results of "No Personality Trait Develops."

14 The character becomes noted for the public display of a peculiar behavior tag from *Table 642E: Behavior Tags.*

Continued ... ☞

Table 522 continues on the next page . . .

d20 522: Superhero Events (continued)

15 The character intervenes in a seemingly innocent matter, such as putting out a small fire or rescuing a frightened pet. Yet, this trivial act foils the plans of a petty criminal who declares the character to be his mortal enemy and goes on to become a major Villain, with the destruction of the character being numbered among his goals. Create this nemesis on *Table 852: Villains.*

16 The character has an encounter with an alien. Select details about the alien on *Table 747: Aliens.* The roll a d6 on the subtable below.

1. The character and alien have a fight, both initially unaware that the other is peaceful, though they eventually discover this, and the character helps the alien return home.
2. The Alien crash lands on Earth and is dying. The character does his best to comfort the dying being, who gives character a gift of gratitude. Roll Hi/Lo. Hi = Select gift on *Table 854D: Wondrous Devices.* Lo = Select gift on *Table 860: Psychic Powers.*
3. The character battles alien scout. Her actions convince the alien race not to invade Earth.
4. The character is completely clueless as to the alien's motives, origin, etc. It departs without giving answers.
5. The character meets/fights an alien Villain interested in expanding his criminal base of operations to Earth. Consult *Table 752: Villains.*
6. The character joined other heroes in repelling a full-fledged alien invasion.

17 The character takes part in a mission that goes horribly wrong, with the villain triumphing and the hero getting badly injured in the process. If the character does not have a nemesis or rival, go to *Table 752: Villains* to determine the opponent, and *Table 862: Crimes* for the incident in question. The resulting failure is a blow to the character's self-esteem. Not only must he consult *Table 522C: Personal Crises,* but he also develops a Darkside trait from *641C: Darkside Traits* and is hit with an injury from *Table 859: Serious Wounds.*

18 Despite his efforts to the contrary, the public believes the character to be either a dangerous menace or just plain evil.

19 Roll twice more on this table.

20 Roll again on this table, adding 1d6 to the result.

21 The character reaps the intangible rewards due to someone of her abilities. Select 1d3 items on *Table 854A: Perks.*

d20 522: Superhero Events (continued)

22 The character leads a double life. Neither identity seems to be aware of the other, nor is the world at large aware of her dual life. In one guise, she is a normal, everyday person — in the other, a heroic crime-fighter. Decide which personality is the one to be played and develop the other as an NPC, using *Table 107: Parents & NPCs.*

23 The character was a villain of some renown, but he has since reformed (and perhaps became a hero). Consult *Table 526: Underworld Events* to learn how he become a villain, *Table 752: Villains* (begin with *752B*) to learn of his sordid career, and *Table 522B: Reformation* to find how and why he changed sides.

24 Somehow, the character is captured by a villain and an evil clone copy (either by science or sorcery) is made of him. The public becomes confused as to who is whom, which does nothing to improve the character's reputation. This evil clone is still out there . . . somewhere.

25 The character discovers that he has an evil twin who is a super villain. Create the twin, and consult *Table 752: Villains.*

26 The character takes part in a phenomenal, world-spanning, secret crisis which involves most of the world's heroes and villains. Lots of death and destruction occurs, plus unlikely alliances against an overwhelming foe. Even though the event affects a vast area, it also affects the character in a personal way. The character is on the winning side (presumably the good guys' side!), but his life is dramatically affected by the events. Roll 1d6 to determine which Tables to consult.

1. 1d4 people known to the character die. Select them on *Table 743: Others.* Randomly select three personality traits on *Table 312: Alignment.* For each person who dies, use Table *539: Death of a Loved One.*
2. The character's personality takes an odd turn. Consult *Table 642: Exotic Personality Traits.*
3. The character is exposed to things men were not meant to know (nor women either!). Select this horror on *Table 748: Horrors,* and give the character a trait from *Table 641C: Darkside Traits*
4. The character acquires both a companion and a rival. Consult *Table 750: Companions* and *Table 751: Rivals.*
5. The character acquires an item and an injury. Select them on Table *853: Gifts and Legacies* and *Table 859: Serious Wounds.*
6. A really eventful crisis! Consult ALL results of entries 1-5.

d6 522B: Reformation (Roll 1d6)

1. The character has a religious experience, repents, and becomes a good guy. Consult *Table 533: Religion* for details.
2. The character is sickened by evil acts, goes straight.
3. Character tires of heroes beating on him and master plans going awry. He decides, "If you can't beat `em, join `em!"
4. A hero takes special interest in character's reforming, and devotes time and energy to get her onto the straight and narrow. Create the hero as an NPC.
5. The character serves prison term and is rehabilitated. Consult *Table 532: Imprisoned!*
6. The character is so successful as a villain that "all the fun and challenge is gone," and, after making restitution for everything he stole, he decides to switch sides.

d6 522C: Personal Crises (Roll 1d6)

1. The character feels like a freak in society.
2. The character feels that the heroic life is interfering with personal and work life.
3. The character questions his nation's ethics and morality, and wanders cross-country in search of himself and his nation's identity.
4. A close relative of the character whines and begs her to stop being a hero. The relative obviously knows character's secret identity. Consult *Table 104D: Other Relations.*
5. The character feels undeserving of his powers and skills.
6. The character feels guilty that she cannot solve all of the world's problems.

From Here — Return to the Table that sent you here . . .

523:

Horror Events

Use only if directed here by another table

There are places, creatures and ... things that lie outside the experience and knowledge of humankind. Sometimes, the distance between these places of shadow and fear and our own realms of experience draw close—too close.

Instructions: If the game system being played is NOT a horror genre game, roll a d20 once on the following table to select the character's brush with the dark unknown. If the game IS a horror game, roll for 1d3 events on this table. All events are presumed to be linked to some horrible, dark conspiracy. Now, roll a d6. If the result is less than or equal to the total number of events rolled on this table, then the character develops an Exotic Personality Trait from *Table 642: Exotic Personality Traits* due to his or her exposure to the dark unknown.

Gameplay Notes: The player and GM should assume that the mystery surrounding these events has never been solved or satisfactorily explained.

Roleplay: Imagine that time when you were scared of something in the dark, a shape, a shadow, a sound. Now imagine that you didn't imagine it. There really was something there—something dark, unexplainable and malign. Maybe you'd still be afraid of the dark? That's how your character might feel after this encounter with the supernatural. On the other hand, it may have piqued his or her interest to the point where fear is exchanged for an unquenchable desire to know the truth of what really happened that dark night.

d20 523: Horror Events (roll a d20)

1 A place frightens the character. Roll 2d10. Use the first roll on Subtable 1A below to determine the place, then use the second to determine the situation on Subtable1B.

Subtable 1A: Place

1	Basement/Cellar	**6**	Vacant lot
2	Attic	**7**	Locked room
3	Empty house	**8**	Dark wood
4	Old barn	**9**	Abandoned car
5	Empty building	**10**	Cave

Subtable 1B: Situation

1	The shape of something disturbing is outlined on a wall.
2	At certain times, a nauseating odor comes from there.
3	Voices are sometimes heard there.
4	The temperature drops to near freezing.
5	Something was down there. Select the thing on *Table 748: Horrors.*
6	Bright lights can be seen there.
7	Water boils without heat when left there.
8	An oppressive, even evil, sensation can be felt there.
9	Animals react violently to attempts to take them there.
10	Roll twice again on this subtable and combine the entries in a frightening way.

2 For a period of several months, people disappear with no explanations. Despite investigations, nothing is ever discovered. Just as suddenly, the disappearances stop. The character knew at least 1d3 victims. Select the victims on *Table 743: Others.*

d20 Horror Events (continued ...)

3 The character suspects that an evil spirit has taken possession of a familiar object and is responsible for crimes and horrors that have been occurring. Roll a d10 on the subtable below to determine what the possessed thing may be.

1	Cat	**6**	Television
2	Dog	**7**	Statue
3	Car	**8**	Doll
4	House	**9**	Plush Toy
5	Horse	**10**	Computer

4 People are being killed and mutilated by someone or something who strikes out of the darkness. Roll a d20 for the number of victims. The character knew the latest victim. Select the victim on *Table 743: Others.* Now, to determine the killer. Roll a d6. On a result of 1-4, the killer is a deranged person. Select killer on *Table 743: Others.* On a result of 5, the killer is an inhuman horror, selected from *Table 748: Horrors.* On a result of 6, let your GM determine the killer and keep it a secret.

5 The character receives a gift from an unknown source. The gift is imbued with a feeling of intense evil, yet the character cannot seem to get rid of it. Just recently (before his or her adventuring career begins), he or she comes across the unpleasant gift again. Select the item on *Table 853: Gifts & Legacies.*

6 The character participates in a "hunt" which searches for and destroys a creature who has been plaguing the area. Select the creature on *Table 748: Horrors.*

Continued ... ☞

Table 523 continues on the next page ...

d20 Horror Events (continued ...)

7 The character senses the presence of an unquiet spirit. Roll a d10. On a result of 1-3, the presence haunts the character's home. On a result of 4-5, the haunted home is empty. Otherwise, select the owner of the haunted home on *Table 743: Others.* **GM ONLY:** See entry #523 on *Table 965: GM's Specials.*

8 The character is convinced that there is a creature lurking about. Roll a d6 on the subtable below to determine the location. Select the type of creature believed to be there on *Table 748: Horrors.*

1 Under his bed	4 In the woods
2 In his closet	5 In the sewers
3 In the attic	6 In the neighborhood

9 A neighbor behaves strangely. The character investigates out of concern and curiosity only to discover something totally unnerving. The discovery forces the neighbor to flee, but he or she is still out there ... somewhere. Roll Hi/Lo for neighbor's sex. Hi = male. Lo = female. Roll a d10 to select the neighbor's dark secret.

1 Neighbor experimented with animation of the dead.
2 Neighbor was actually a monster. Select the type of monster on *Table 748: Horrors.*
3 Neighbor was a cannibal. A few snacks lie about.
4 Neighbor collected weird, frightening artifacts.
5 Neighbor was a worker of black magic.
6 Neighbor was a crazed serial killer.
7 Neighbor experimented with opening portals to other worlds, planes or dimensions.
8 Neighbor led a coven of witches.
9 Neighbor is a villain of world class proportions. Select details on *Table 752: Villains.*
10 Neighbor is an alien from another world. Select the creature type on *Table 747: Aliens.*

10 The character experiences ghostly apparitions that appear on a repeating basis. Roll a d20 on the subtable below to select the nature of the vision.

1 Airplane	12 Horse drawn carriage
2 Automobile	13 Large truck
3 Beautiful woman	14 Shapeless form
4 Dog	15 Ship
5 Drowned person*	16 Skull
6 Giant black cat	17 Taxi cab
7 Handsome man	18 Train
8 Hearse	19 Troop of soldiers
9 Horse and rider	20 Wolf

10-11 Roll twice again and combine the entries.

* Roll Hi/Lo for sex. Hi = female. Lo = male.

11 At an estate auction, the character discovers the journal of one who is obviously mad, yet the character is drawn to learn more of the mad things the writer implies. The book tells of lost cities, hidden knowledge, incredible creatures and worlds that exist next to our own. Any subsequent rolls on this table are directly linked to the character's discovery!

12-13 Heroic intervention puts an end to the horrifying events that the character has experienced. Use *Table 743: Others* to determine who caused the web or horror to end. Roll a d6. On a result of 5-6, the hero sacrifices himself/herself/themselves in the effort. If no other events have been rolled, roll once more on this table to find what the investigator solves.

d20 Horror Events (continued ...)

14 See event number 8, but substitute "relative" for neighbor. Select the relation on *Table 104: Family.*

15 Exposure to this horror either unhinges the character's mind slightly or at least convinces others that he is insane. Regardless of the truth, well-meaning relatives (or friends) have the character committed to an institution. What transpires inside may be even more horrific than the event that sent him there. If no other Horror event has been previously rolled, roll again once more to discover the terrible cause. Then, roll a d6 on the subtable below (remember, these are still horror events).

1 Character is mistreated by uncaring (possibly evil?) staff members.
2 The character's therapy causes a physical trauma. Select the damage on *Table 859: Serious Wounds.*
3 The character's friends discover his plight and rescue him from the institution.
4 The character meets an unfortunate soul who has truly seen things that men were not meant to know, and she tells the character all about them. Roll the dark secret on this table. Whatever it is, it somehow relates to the character's own experience.
5 The character comes to believe that whatever he may have experienced, it was not real.
6 Roll twice more on this subtable.

16 The character finds an old book hidden in the false bottom of a trunk in the attic of an empty house. Despite feelings of fear and dread, the character reads the book and begins to learn horrible secrets. Accidental recitation of a dark spell inflicts a strange change upon the character. Roll a d6.

1-2 Gain an exotic feature from *Table 858: Exotic Features.*
3-4 Gain a trait from *Table 642: Exotic Personality Traits.*
5-6 Both 1-2 and 3-4 are inflicted on the character!

17 The character senses that a weird change has come over several people close to her, almost like they have become entirely different people. Roll a d6. On a result of 5-6, 1d4 family members are involved. The character comes to believe that one of the following situations is occurring. Roll a d4.

1 They are being replaced by emotionless clones.
2 They are being possessed by evil spirits.
3 They are being replaced by shape-changers.
4 They are actually monsters in human guise. Select the type of monster on *Table 748: Horrors.*

18 An evil, depraved cult performs sacrifices in a nearby wood. The character comes upon one of their night time rituals and witnesses things best left unseen. Roll a d6 on the subtable below to discover other details the character learns, but wishes that he hadn't.

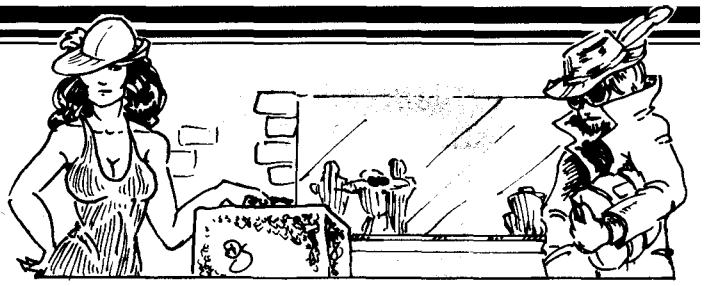
1 The cultists knew the character was there.
2 One of the character's close friends is a cultist.
3 A very prominent member of the community is a cultist.
4 The character's parents (or guardian) are members.
5 The cultists were attempting a ritual that would end the world as we know it.
6 Roll twice more on this subtable.

19-20 Roll three times again on this table and combine the entries to form one weird and frightening event.

From Here — Return to the Table that sent you here . . .

524:

Espionage Events



Use only if directed here by another table

Behind the scenes of public governmental policies lies the world of espionage. Secretive, aloof, a law unto itself, the realm of spies and counterspies is filled with plots, counterplots, conspiracies, assassinations, blackmail, and other excitement which make life worth living.

Instructions: If the game system being played is not an espionage genre game, roll a d20 once on *Table 524A: Espionage Events* to determine the character's chance encounter with the world of spies. If the game IS an espionage game, roll for 1d3 events on that table.

Gameplay Notes: If the GM wishes, the events may be linked into one conspiracy. This information is, of course, secret.

Roleplay: Pat answers and logical explanations are not characteristic of the espionage genre. Phrases like "need to know," "eyes only," and "we can neither confirm nor deny" are used quite often. It is a world of mysteries and conspiracies, whose exact nature can only be found through extensive detective work. Learning the truth behind an espionage event could create the basis of a character's motivations, or even her career. Such work could give the seeker answers, or a quick death.

d4 524B: Agency Types (Roll 1d4)

1 Agency is from character's home country.
2 Agency's country is different than character's, but has same political ideology.
3 Agency is from a neutral nation, different ideology, but not necessarily for or against character's nation.
4 Agency is from a nation with opposed ideology from the character's home country (a.k.a. "bad guys").

d10 524C: Terrorist Events (Roll 1d10)

1 **Skyjacking.** They take control of plane.
2 **Bombing.** They plant a bomb in a public place.
3 **Kidnapping.** They kidnap a designated target.
4 **Arms smuggling.** They get weapons from outside source.
5 **Piracy.** They take over a commercial ship.
6 **Hijacking.** They take over a train.
7 **Drugs.** They smuggle drugs for profit.
8 **Assassination.** They kill a public figure.
9 **Sabotage.** They sabotage a public utility.
10 **Robbery.** They rob a bank or jewel exchange.

d20 524A: Espionage Events (roll a d20)

1 Character discovers that his parents are deep-cover moles for a spy agency. Consult *Table 524B: Agency types.*

2 Character discovers that a relative is an active espionage agent. Consult *Table 104D: Other Relations* for the relative, and consult *Table 524B: Agency types.*

3 Character is mistaken for a spy. Consult *Table 524B: Agency Types.*

4 Character's ancestor was a spy for an early espionage organization. Consult *Table 853: Gifts and Legacies* for the distinctive heirloom.

5 Regardless of his or her age, the character serves as a n operative for Military Intelligence. Find the events on *Table 527: Military Events.*

6-8 Character is taken as a hostage in a crime-related event. Roll for Hi/Lo. Consult *Table 862: Crimes.*

9 Character is pressed into service as a government espionage agent. Refer to *Table 416: Government Jobs.*

10-11 Character involved in a political or Terrorist Event. Roll for Hi/Lo. If Hi, consult *Table 524B: Terrorist Events.* If Lo, consult *Table 526D: Political Events.*

12 Character is sponsored by a mysterious patron. She soon discovers that the patron is grooming her for espionage work. See *Table 535: In the Service of . . . .*

d20 524A: Espionage Events (continued)

13-14 Character falls in love with a spy. See *Table 534: Ah, Love!*

15 Character winds up with a package sought by two factions. Roll a d6 to determine its contents:

1	Money (2d10x $1,000)	4	Biological research data
2	Illegal guns	5	Technological schematics
3	Illegal Drugs	6	Computer Microchip

16 Character witnesses an espionage incident. Roll 1d8.

1	Assassination	5	Defection
2	Break-in	6	Smuggling Operation
3	Surveillance	7	Sabotage
4	Interrogation	8	Rendezvous

17 Character is involved in an accident. Later on, she learns that the accident was planned by a terrorist group. Roll 1d4.

1	Train derailment	3	Explosion and fire on a luxury liner
2	Airliner crash	4	Massive automobile pile-up

18 Character is set up as a fall guy for a crime, and forced to work as a spy. Consult *Table 862: Crimes* to for the crime.

19 Character is an espionage fan. He wants to be involved in spy affairs in the worst way, but nothing has ever materialized, until now....(roll again on this table, rerolling results of 19 or 20).

20 Character actively dislikes espionage, and would like to lead a nice, normal life. Yet something does happen. (Roll again on this table, rerolling results of 19 or 20).

From Here — Return to the Table that sent you here . . .

525:

Pulp Hero Events

Use only if directed here by another table

Return with us now to those thrilling days of yesteryear, when men were real men and women were dames, and real heroes were two-fisted adventurers who wore torn shirts, jodhpurs and a three-day growth of beard (optional for women).

Instructions: Roll a d20 once on the following table to select the character's brush with the heroic adventure.

Roleplay: Each of these events could be the core of an adventure or the reason that a character takes up a life of adventure.

d10 525: Pulp Hero Events (roll a d10)

1 The character discovers a careworn (decrepit) vehicle in a shed belonging to an elderly neighbor and he says the character can have it. Over a period of years, the character repairs and reconditions the vehicle to working condition, though it's far from perfect. Give the character appropriate mechanical skills to Rank 4. Select the vehicle and its features on *Table 864: Vehicles*. Roll 1d3 times on *Table 864L: Liabilities* to give it a few quirks. Select a bright color for the vehicle on *Table 855: Colors,* and consider giving it a personalized name.

2 The character is an inventor (of the crackpot variety). Nevertheless, he designs and builds a device of astounding abilities. Select this device on *Table 854B: Wondrous Devices.*

3 Someone the character knows has disappeared in a remote jungle. The circumstances surrounding the person's visit and subsequent disappearance are hazy and mysterious. Roll a d6. On a result of 6, the person was quite famous and the disappearance caused a stir in the newspapers and on the radio. Though years have gone by, evidence suggests that this person is still quite alive and dwells in the jungle ... against his or her will. Select the person on *Table 743: Others.*

4 A relative was once a masked crime fighter. He or she has since died and passed legacy of his/her career onto the character. This legacy includes 1d4 items from *Table 853: Gifts and Legacies.* Each item is somehow related to the task of fighting crime and/or maintaining a hidden identity. Select the deceased relative on *Table 104D: Other Relations.*

5 While browsing through the library of a friend, the character discovers a journal describing a lost world, filled with prehistoric beasts and primitive tribes. The location of the world is hazy, but it seems that someone with determination should be able to find it. Roll a d6 to select the implied location on the subtable below.

1 Earth's Core	4 South Pole
2 Remote Jungle	5 Mountain Valley
3 Remote Canyon	6 Undersea Caverns

d10 525: Pulp Hero Events (roll a d10)

6 While traveling, the character is caught up in the frenzy of a revolution against the monarch of a small, backwards, isolated country. The character is imprisoned (select events on *Table 532: Imprisoned!*), but escapes. Regardless of age, the character is instrumental in saving the royal family. Without asking permission, the monarch officially betroths the character to one of his/her young children. The marriage will be finalized when both the character and the child are of age—which occurs sometime after the character begins adventuring. To complicate matters, the character actually fell in love with a different child, much closer to the character's own age. Of course, the character's beloved is soon to be wed in a politcal marriage and agents for the aging monarch are afoot in the world, seeking out the character for yet another royal wedding.

7 Evil is afoot in the world. Reroll the event on this table. Assume that some larger-than-life villain is in some way either responsible for the event or involved in it in some manner. Use *Table 852: Villains* to create this paragon of evil. Assume that this villain appears on a recurring basis to vex the character.

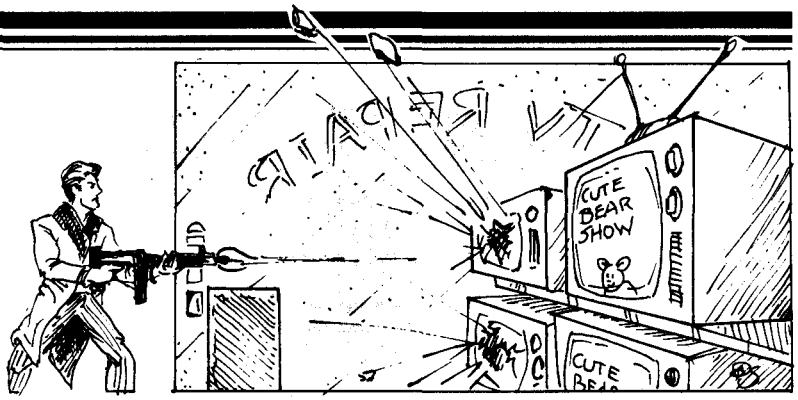
8 While travelling in a remote part of the world, the character undergoes an initiation ritual that marks her part of a primitive society. As a by-product of the ritual, the character is marked with a colorful scar/tattoo. Select the mark on *Table 856: Birthmarks*, its color on *Table 855: Colors*, and its location on *Table 857: Body Locations.* In time of great need, 1d4 members of this society appear on the scene to aid the character, regardless of distance or the character's ability to anticipate such need.

9 The character acquires an antique weapon (of her choosing) from a strange little shop on a winding side street. The quality of this weapon is such that it adds one Rank of ability to his skill when he uses it. There is writing in a weird script on the weapon. As yet, the character has been unable to decipher it.

10 A linked series of events catch the character up in their action and create the scenario that draws him or her into the hero business. Reroll on this table 1d3+1 times. All these events are linked in some plausible (or even implausible) manner.

From Here — Return to the Table that sent you here . . .

526:
Underworld Events



Use only if directed here by another table

When a character becomes involved with criminals, he often follows their ways and learns their skills. A character with underworld experience may not become a professional criminal, but he will certainly be wiser about criminals' ways and customs.

Instructions: The first of the three things that a criminal character must do on this table is determine how he became involved in criminal activities on *Table 526A: The Wrong Path*. Roll a d10 to select this. Then roll a d6 and match the result against *Table 526B: Type of Crimes* to select the general type of activity that the character undertakes. Finally go to *Table 526C: Crime Events*. Roll a d3 for the number of events that occur. Then roll a d20 for each event, matching the result against that table.

Roleplay: Possibly the character has not become a criminal himself, and is only involved with them. How does the character feel about this criminal past? Is he still a criminal or has he reformed and gone "straight?"

1d10 526A: The Wrong Path (roll a d10)

1. The character needs money to pay debts.
2. Peer pressure "forces" character to do criminal acts.
3. The character has a pathological urge to do wrong.
4. The character wants to defy authority.
5. The character feels he is punishing those responsible for misdeeds done to him.
6. The character wants to live a lifestyle he could otherwise not afford.
7. The character seeks a lifestyle filled with dangerous thrills and excitement.
8. The character seeks to wield power in the crime world.
9. The character is forced into a life a crime by criminals who threaten his loved ones.
10. Roll two more times on this table and combine the results in some logical manner. Reroll duplicates.

1d6 526B: Type of Crimes (roll a d6)

1. Petty theft. The character and several pals steal things they want or need. They act in violation of any organized crime syndicates.
2. Organized burglary gang. The character works under the direction of gang leaders. The thieves are not a crime network and limit themselves to stealing and smuggling.
3. Organized crime. This is a crime network which sets high morals and standards for its own members, but treats the rest of the world as ripe for plunder. A character who becomes involved with organized crime should go to *Table 862: Crimes*, and make 1d4 rolls for the types of crimes he regularly commits (ignore footnotes). The character gains 1d4 Ranks in a weapon skill of his choice (such as pistol, knife, fists, automatic weapon.)
4. Independent criminal. The character is heavily involved in one or more of the following activities. Roll a d10 on the sub-table below:
    1. Prostitution
    2. Assassination
    3. Burglary
    4. Smuggling
    5. Illegal gambling
    6. Computer hacking (data theft & destruction)
    7. Selling illegal drugs or pleasure stimulators
    8. Robbing banks, stores and money machines
    9. Kidnapping
    10. Roll again 1d2+1 times on this table. Reroll duplicates.
5. Political Criminal. Roll for political crime events on *Table 526D: Political Events* (do not use regular crime events).
6. Banditry. The character is part of a gang of rural bandits who prey on the nearby countryside.

d20 526C: Crime Events (Roll a d20)

1. Join a street gang. Members are usually of the character's same age and sex. Give the gang a name, such as the Homeboyz, Rifs, Sharks, Nasty Pretties, etc.
2. Jailed for a few days in a sweep of the streets by law enforcement officials.
3. Character is seriously wounded in a fight. Select injury on *Table 859: Serious Wounds*.
4. Whenever a crime occurs in a city, the character is automatically a suspect, even if law enforcement officials are unfamiliar with his past. The character just looks like a hardened criminal.

Continued ... ☞

Table 526 continues on the next page . . .

1d20 Table 526C (continued ...)

5 Character becomes an informant for the law. Roll a d6. On a result of 6, the character is labeled a snitch by the underworld and has a contract out on her life.

6 Character participates in a large heist, only to have his partners vanish with the loot. There were 1d4 others involved and the valuables have never reappeared. GM: This is an chance to create either a revenge adventure or a recapture scenario (depending on which side of the law the character now stands).

7 A key gang boss is killed and the character is blamed. Members of the slain boss's gang seek character's death.

8 The character is imprisoned for a crime. Select the crime on *Table 862: Crimes,* then determine the length of imprisonment. After being freed, the character goes straight, but maintains her underworld contacts.

9 The character acquires 1d4 Ranks of skill as a thief (all thieving skills are learned at this skill rating). Thieving skills include wall climbing, lock picking, hiding, moving silently, disarming traps, security & surveillance devices, picking pockets, blueprint reading and evaluating stolen goods.

10 The character chooses to go straight, ending his life of crime. Still, he is often recognized by criminals who remember him from the "old days."

11 The character develops extensive contacts in the underworld, including thieves, informants, smugglers, thugs, fences, and spies. So long as she does not turn in her former cronies, they remain friendly and can even serve as allies in "legal" activities.

12 The character learns the sewers of his home town (or a nearby city) as well as she knows the back of her hand. This knowledge is also useful in other cities, since waste and service systems tend to be built along similar lines.

13 The character learns the secret passages, entrances and exits to an important local leader's estate.

14 The character discovers that several items taken in a recent heist are allegedly "cursed." No fence will take them and even the owner is making no attempts to recover his property. Select 1d3 items on *Table 853: Gifts & Legacies.* **GM Only:** see entry #526 on *Table 965: GM's Specials.*

15 A crime lord becomes the character's patron, and begins grooming the character to be a leader of organized crime.

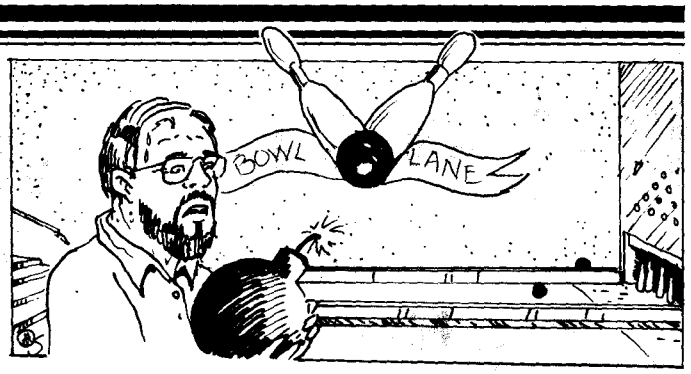
16 The character's friends are being killed off in horrible ways. Law enforcement officials are uninterested in stopping the killer, since only criminals are being slain. Soon only the character and one other are left.

17 The character discovers that a prominent and popular government official is really the head of a major crime ring. Roll a d6. On a result of 1-4, the official is unaware of the character's knowledge. On a result of 5-6, the official thinks the character should be *silenced.*

18 The character learns an unusual skill. Select the skill on *Table 863: Unusual Skills.*

19 The character steals and hides a valuable, but quite distinctive object worth 50 times her normal "starting money." The object has remained hidden until the present (or until a beginning character starts adventuring), but when she goes to reclaim the thing, it's gone. She discovers that it's now owned by one of her criminal "friends." Reclaiming the object would give the character much money.

20 The character becomes the leader of a gang.



526D: Political Crime Events

Use only if directed here by another table

Some crimes are committed in order to further the political aims of the character or a cause that she believes in. Acts of revolution and terrorism have been prevalent throughout the history of the 20th century. If the world perceives that the target of their actions is corrupt or unjust, then these people are freedom fighters. If not, they are terrorists, the worst scum of the earth. The character is assumed to belong to one such group.

Instructions: Roll a d3 to determine the number of Political Crime events. Roll a d10 to select each event. Compare the die roll result against the table below. Reroll any duplicates. The events are assumed to take place in the character's own home country. Then return to *Table 526C* to roll any additional criminal events.

d10 526D: Political Events (roll a d10)

1 A bomb is planted aboard a commercial airliner. All passengers on the plane are killed, along with several people on the ground. While her fellows rejoice, the character secretly grieves for the dead and reconsiders her own beliefs.

2 A bomb is detonated in a public shopping area. The person who set the bomb, one of the character's friends, is killed in the blast, along with 1d20 innocent bystanders.

3 The head of the opposition party is gunned down in front of his family and friends by members of the group.

4 Member of the group rebel against the current group leader and the character is voted in as leader. The old leader escapes and vows revenge on the rebels *and* their leader.

5 The group takes an important foreigner as a hostage. From the captive, the character learns that his group is wrong and their targets are correct. The character helps the hostage escape in return for guarantee of his own safety.

6 Members of the group engage in a fire-fight with government troops and are gunned down without mercy. Only the character escapes.

7 The character learns that the group is really a government sponsored organization whose violent acts are designed to make the government look good in comparison.

8 The character participates in the assassination of an important foreign government leader.

9 The character participates in a coup that deposes the government in power. He suddenly finds that the new government has little use for ex-terrorists and flees for his life.

10 Reroll the event. The event takes place in a politically powerful foreign country.

527: Military Events

Use only if directed here by another table

Instructions: Follow the steps below.

Select the service: Go to *Table 529: Military Duties* to select the character's branch of military service.

Select the rank: Then go to *Table 530: Military Rank* and select the character's rank in the military.

Select the skills: If in a combat unit, go to *Table 531: Military Skills* and select the skills which the character learns while enlisted. The next step is to find out who runs the army.

Select the leader: Roll a d10. If the result is 1 to 8, the character has entered the service of his or her own nation's military. On a result of 9-10, the army serves a foreign government.

Duration of Enlistment: A standard military enlistment is four years. This time period begins at the age when the character enters the military. Events may result in an early mustering out, or reenlistment. Military service may increase the "adult" years prior to a character's adventuring career.

Select the events: Roll a d3 to determine the number of events that occur during the military hitch. For each event, roll a d20 and match the result against the table below (*527*). These events occur in addition to any significant events that would normally occur during the current period of the character's life.

Noncombat Notes: All Noncombatant troops add 5 to the d20 event rolls. Determine the age at which an event occurs by rolling a d4. The result corresponds to a year within the hitch period. A roll of 1 indicates it happens during the first, year, a roll of 2 during the second year and so on.

Getting Out: When the character leaves the military, he often gets additional benefits. See Mustering Out benefits under *Table 530: Military Rank.*

Back Again?: If another Significant Event directs the character into the military again, the character retains his former rank (regardless of whether or not he rejoins the same unit). Rationale: Leadership skills are obvious to other leaders.

d20 527: Military Events (roll a d20)

1-6 **Conflict!** Character is involved in a major battle. To find the battle's outcome, go to *Table 528: Combat!*

7-8 Character reenlists in his branch of service for another four year hitch, and another 1d4 Military Events. Roll a d6. On a result of 6, he is promoted one rank.

9 Character's prowess and obvious smarts earn him a reassignment to a Special Duties unit for the rest of his enlistment hitch. Select the new unit on *Table 529B: Special Duties.*

10 Character is transferred to a Noncombat unit for the remainder of his enlistment hitch. Select the new unit on *Table 529B: Special Duties. Reroll until a noncombat unit is obtained.*

11 Character is trained to become an officer of minimum rank (or promoted one rank if already an officer). Add 1d3 skill Ranks to his existing Military Skills.

12 Character's unit is involved in numerous skirmishes. Roll a d10. On a result of 8-10, resolve the battle on *Table 528: Combat!*

13 Character's unit is ambushed by a superior force. Resolve the battle on *Table 528: Combat!,* but subtract 1d4 from the first d20 roll (character's side).

14 Character's unit is involved in a plot to overthrow the government and take control. A battle is fought. Resolve the battle on *Table 528: Combat!* If the character's side wins, the commanding general of the unit becomes the new ruler. If the character's side loses, all the troops in the unit are declared to be traitorous terrorists and are made outlaws.

15 The character is promoted one rank.

16 Disease ravages the army. Roll a d6. On a result of 6, the character becomes sensitive to the cold and damp, as if he had an allergy to it (see *Table 642D: Allergies*).

d20 527: Military Events (Continued ...)

17 Character reenlists in a different branch of service for another four year hitch, and another 1d4 Military Events. Select the branch of service on *Table 529: Military Duties.*

18 Character learns a new weapon skill (player's choice).

19 The character's hitch is extended by 1d4 years because a major war breaks out. The fighting is intense. Roll two additional events for each year of extension. Subtract 5 from those event rolls due to the increase in battles.

20-21 Fierce fighting breaks out. The situation is grim. All Noncombat troops are put in the field as light infantry. Determine the enemy by rolling a d10 on the subtable below. The character's unit is in the thickest fighting for months and sees more action than most. 1d4+1 battles occur. Using *Table 528: Combat!* to determine the outcome of each battle and the effects on the character.

1-3	Forces from a neighboring country.
4-5	Multi-nation war (like a world war).
6-7	A multi-faction civil war.
7	Rebellion against a government.
8	A war to determine a new ruler in another country.
9	An evil dictator's personal army.
10	A massive invasion of unknown enemies.

22-23 Character increases one occupation skill by one Rank of ability (player's choice).

24 Character's unit is assigned to a combat unit in the field. Roll the event again, but do not add +5 Noncombat bonus.

25 If the character is not a commissioned officer, he attends Officer Candidate School. If he is a commissioned officer, he is promoted one rank. Character is then reassigned to a combat unit within his general branch of service (Army, Navy, Air Force). Select new unit on *Table 532A: Branch of Service*, using the subtable that applies to the character's current branch of service.

From Here — Return to the Table that sent you here . . .

528:
Combat!

Use only if directed here by another table

Combat! resolves any military clashes resulting from a character's military career (see *Table 527: Military Events*).

Instructions: To resolve a battle follow the steps below:

1. **Battle Rolls.** Roll a d20 twice and write down each die result. The first roll represents the character's forces. The second roll represents his enemy.
2. **Victory Bonuses.** If the character's military rank is a captain or higher add 1 point to the character's die roll for each previous combat victory (that is, combats won using this table). Maximum number point adds is limited to 3 points.
3. **Win or Lose?** The higher die total wins the battle. If the results are equal, both sides are forced from the field without a decisive victor. Record the outcome on your worksheet.
4. **Battle Events.** Subtract the lower die result from the higher and match the resulting number against the table below for additional battle results.

528: Battle Events (use battle outcome result)

0-1 The carnage was awesome. 1d100% of the character's side was killed. The character almost died when he received a grave injury. Roll a d6. On a result of 6, the character's military career ends. Determine the injury on *Table 859: Serious Wounds.*

2 Serious casualties. Character was injured and has an impressive scar to show for it.

3 The horror of it all causes the character to develop an exotic personality trait from *Table 642: Exotic Personality Traits.*

4 Character's best friend dies at his side.

5 Character is the only survivor of his unit.

6-7 Roll a d20 1d3+1 times on this subtable. Reroll conflicting and duplicate results.

8-9 Character sees action, but nothing noteworthy.

10 Character fought well and with notable heroism. Many comrades owe their lives to his heroics. The character is promoted one rank for his valor (or made a commissioned officer if not an officer). Roll a d6. On a result of 4-6, the character may improve one weapon skill by one Rank of ability.

11 Character is captured and imprisoned. Military service ends with this event (do not roll any more military events). Determine events of imprisonment on *Table 532: Imprisoned!*

12 Regardless of the battle's outcome, the character is decorated for his heroism.

13 Character was a coward in battle. Roll a d6. On a result of 1-4, no one else noticed, but he must live with his actions. On a result of 5-6 the character is demoted 1d3 ranks for cowardice.

528: Battle Events (continued ...)

14 Character fought well. Many foe died at his hands. Roll a d6. On a result of 5-6, the character may improve one weapon skill by one Rank of ability.

15 Regardless of the outcome of this battle, the character performed a successful heroic mission that did real damage to the enemy's ability to wage war. Because of this, the conflict ends in 1d6 months and innumerable lives are saved.

16 Character messes up royally in battle and is personally responsible for the deaths of (1d10 multiplied by his military rank #) of his comrades or followers.

17 An act of the character reverses the battle's outcome (a losing battle is won, a winning battle lost). Roll a d6. On a result of 6, he is recognized for it (A loser is demoted 1d3 ranks, a winner is promoted one rank).

18 Character's immediate superior officer is slain and he assumes command (effectively a field promotion, by one rank. If this is rolled again, he advances yet another rank).

19 Regardless of his performance in battle, the character is accused of dereliction of duty and is court-martialed and demoted one rank.

20 Character slays the leader of the enemy unit in a personal confrontation.

21 The victor's side suffers light casualties. Roll 2d10 on this subtable for one additional event (reroll results that indicate casualties that conflict with this table entry).

22† The loser's side is utterly destroyed. Character is promoted one Rank for personal valor.

From Here — Return to the Table that sent you here . . .

529:

Military Duties

Use only if directed here by another table

These are the general tasks which men and women in the military service may perform. In reality, the proportion of noncombatant troops to combat troops is much, much higher than suggested here. The balance is changed here for dramatic purposes.

Instructions: Roll a d4 and match the result against the *Table 529A: Branch of Service* to select the character's duties.

d6 529A: Branch of Service (Roll a d6)

1-2 Army. These are troops who slug it out on the ground. Roll a d10 on the subtable below to select the type of service.

1	**Infantry.** Foot soldiers.
2	**Airborne Infantry.** Paratroopers.
3	**Mechanized Infantry.** Infantry in armored vehicles.
4	**Field Artillery.** Howitzers & Rockets.
5	**Air Cavalry.** Helicopters and light planes.*
6	**Armored Cavalry.** Tanks.
7	**Technical Specialist.** Frontline technician.
8-9	**Special Duty.** Select duties on *Table 529B: Special Duties.*
10	**Helicopter Pilot.** Flies rotary-wing aircraft.*

3-4 Navy. These are the ships who prowl the seas and the troops who guard them. Roll a d10 on the subtable below to select the type of service.

1	**Marines.** Amphibious assault troops.
2	**Gunnery.** Fire the big guns.
3	**Fighter Pilot.** *
4	**Bomber Pilot.** *
5	**Helicopter Pilot.** *
6	**Submarines.**
7	**Technical Specialist.** Frontline technician.
8-9	**Special Duty.** Select duties on *Table 529B: Special Duties.*
10	**Flight Crew.** Aircraft mechanics.

5-6 Air Force. These are the pride of the skies. Roll a d6 on the subtable below to select the type of service.

1	**Fighter Pilot.** *
2	**Bomber Pilot.***
3	**Transport Pilot.** Flies large cargo craft.*
4	**Ground Assault Pilot.** *
5	**Technical Specialist.** Frontline technician.
6	**Ground Crew.** Aircraft Mechanic.
7-8	**Special duty.** Select duties on *Table 529B: Special Duties.*

* Character must be an officer to be a pilot. Otherwise, the character is a ground crewman.

529B: Special Duties

Use only if directed here by another Table

Instructions: Roll a d20 and match the result against the table below to select the branch of Special Duty service that the character enters. Select military skills on *Table 531: Military Skills* only if directed to do so by a numbered footnote.

d20 529B: Special Duties (roll a d20)

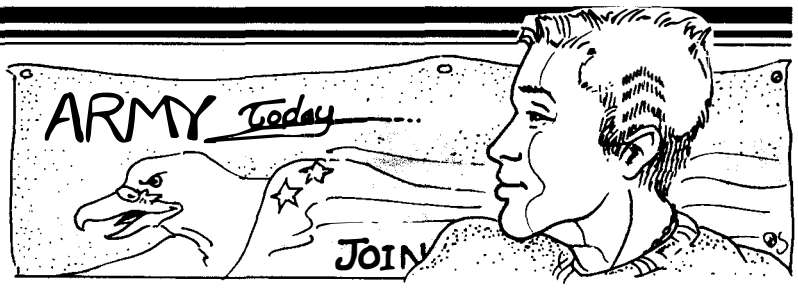
1-2	**Support occupation.** Select an occupation on *Table 413: Occupations.* Reroll any absurdities.①
3	**Medical corps.** Enlisted character is trained as a field paramedic. Officers are doctors and nurses. Begin with Rank 2 first aid skill. Gain 1 Rank of skill for each additional 2 years in this service. ①
4	**Recruiter.** Character's unit recruits new personnel for the military. ①
5	**Quartermaster corps.** Provide supplies. ①
6	**Instructor** (only if character has prior military experience, otherwise, reroll on this table). ①
7	**Engineer.** Design & build camps, bridges, etc. ①
8	**Technician.** Operate, maintain & repair equipment.
9	**Office worker.** ①
10	**Military police.** ②
11-14	**Rangers.** Wilderness masters. Deadly warriors who can operate behind enemy lines. ③ ⑤
15-16	**Recon.** Like the Rangers, they are adept in the Wilderness, but their focus is information gathering and not as much on combat. ④ ⑤
17	**Sniper.** Specialist in infiltration and hitting long range targets. ② ⑦
18	**Special Operatives.** Best of the best. They are the elite warriors — superbly trained for quick, surgical strikes behind enemy lines. ③ ⑤ ⑦
19	**Espionage.** Infiltrate the enemy, and return with key information. ⑥
20	**Intelligence.** Interpret information about the enemy.①

Footnotes

① No military skills gained in this service (beyond basics), unless transferred to a combat unit.
② Character gains military skills on *Table 531: Military Skills* as if assigned to an infantry unit.
③ Gains skills as infantry, but add 1d4 additional Combat skills, selected on *Table 531: Military Skills.*
④ Gains skills as infantry, but add 1d2 additional combat skills. Select skills on *Table 531: Military Skills.*
⑤ Gains +d6 Special Survival Skills. Select skills on *Table 531C Special Survival Skills.*
⑥ Treat as infantry, but gain one additional combat skill, Disguise at 1d4+1 Ranks of skill. Gain 1d4 Ranks of thieving skills. Select military skills on *Table 531: Military Skills.*
⑦ Gains +3 Ranks of Camouflage & Concealment skill and +3 Ranks of Ranged Weapon skill.

From Here — Return to the Table that sent you here . . .

530:
Military Rank



Use only if directed here by another table

In the military, rank is everything. Those who lead are supposed to be superior to those who follow (in theory). In most cases, special education is required to become an officer. Yet this is not always the case.

Instructions: If a character's previous background events or education have included military academy training, the character automatically enters the service as an officer of minimum rank (rank 13). Without a military academy background, all other player characters enter as minimum rank enlisted men.

Player Character Military Rank: A beginning non-officer PC character always begins at the minimum rank for his branch of the service, as shown in *Table 530A: Enlisted Rank.* Unless he gets officer training through an event, he cannot rise above the maximum rank listed on that table. A beginning officer PC character always begins at the minimum officer rank for his branch of service, as shown on *Table 530B: Commissioned Rank.* Such a character may rise through promotion or appointment to the top of that table.

NPC Military Rank: Roll a d10 and add the character's *SolMod.* Match the result against *Tables 530A & 530B.* This gives the NPC's Rank.

Rank #: This value is used to determine mustering out benefits (see below), and the number of men the character's actions can directly effect during Military Events (*Table 527: Military Events*).

Mustering out benefits: "Mustering out" means leaving the military. Upon finally leaving the military, the character receives a bonus of cash. This amounts to a number of credits equal to 100 times the character's rank #, plus 1x rank # for each year of service. Thus a character who leaves the army as a Captain after two hitches (8 years) is paid 25x 100 + 25x 8 credits (or an additional 2,700 credits on top of his starting money).

Officer Benefits: Military officers gain the following:

1). Training: Each time a character advances in military rank, he may either chose a military skill to improve by one skill Rank or choose a new skill from *Table 531: Military Skills.* New skills must be appropriate to the character's service branch.

2). Comrades: If an officer's unit survived his hitch in the military, he has a percentage chance equal to his rank # to find 1d3 veterans of his unit in a major city (GM's discretion). A d100 result of 95 or greater always fails. If the character's rank # is greater than 100, his chance to find former comrades is 100%, but a percentile dice roll must still be made. Furthermore, divide the over-100 rank # by 100. The result is the number of d6 to be rolled to find the number of former troops now available.

Former comrades will remember the character and might still be loyal to him, willing to become faithful henchmen, or may hate him for his actions and failures. Former comrades are not necessarily the character's friends.

Roleplay: True leadership skills are not found in everyone. Even though a character's family is able to initially influence an officer's commission for him, this does not make him a leader. Is the character loved by his former comrades or hated for failures on the battlefield, ashamed to show his face where soldiers gather?

530B: Commissioned Rank

d10	Rk #	Army/Air/Mar.	Navy
13-14	5	2nd Lieutenant	Ensign
15-16	10	1st Lieutenant	Lieutenant junior grade (jg)
17	25	Captain	Lieutenant (Lt.)
18	50	Major	Lt. Commander
19	200	Lt. Colonel	Commander
20	500	Colonel ③	Captain ③
21	1,000	General ④	Admiral ④
22	5,000	Field Marshal ④	Admiral of the Fleet ④
23	10,000	Commander in Chief ④⑥	
24+	50,000	Dictator ④⑥	

Footnotes

① Add +1 to *SolMod* for all future uses (Max of 15).
② Add +2 to *SolMod* for all future uses (Max of 15).
③ Add +3 to *SolMod* for all future uses (Max of 15).
④ Add +5 to *SolMod* for all future uses (Max of 15).
⑤ Commander of all military forces in the land.
⑥ The character is assumed to have usurped the leadership, taking it by force. Such a domain is held so long as the character has military backing. A character who "retires" from being a ruler usually does so because he forced out by a political revolution or "Coup." The Mustering out benefits are looted from the national treasury.

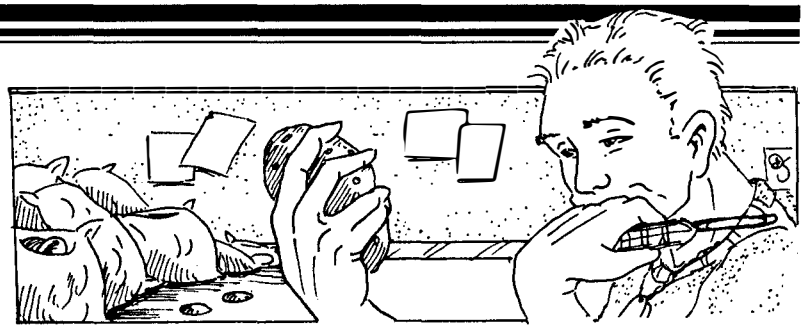
530A: Enlisted Rank (NPCs: roll a d10+*SolMod*)

d10	Rk #	Army	Air Force	Marines	Navy
1-5	1	Private	Airman	Private	Seaman
6-7	2	Spec 4	Senior Airman	Lance Corporal	3rd Class Petty Officer
8	5	Sergeant	Sergeant	Sergeant	Bo'sun
9	10	Staff Sergeant	Staff Sergeant	Staff Sergeant	Petty Officer 2nd Class
10	20	Platoon Sergeant	Technical Sergeant	Gunnery Sergeant	Petty Officer 1st Class Chief
11	50	Master Sergean	Master Sergeant	Master Sergeant	Chief Petty Officer (CPO) ①
12	100	Sergeant Major	First Sergeant	Sergeant Major	Senior CPO ②

From Here — Return to the Table that sent you here . . .

531:

Military Skills



Use only if directed here by another table

Instructions: Skills depend on the branch of military.
Basic Skills: First, give the character the following skills, regardless of branch or duties (choose specific weapons):

Rank 2 in a ranged combat weapon (rifle, pistol, etc.)
Rank 1 in martial arts (hand to hand combat)
+1 Rank to Wilderness Survival skill

Service Skills: Use *Table 531A: Service Skills* to find what skills the character has. Cross reference the character's duties with the Table columns. The number in each column (if any) represents the number of rolls the character may make on that experience table. Use all duties or branches of service (Army, Navy, etc.) that apply to the character (such as being infantry or a helicopter pilot). The first roll of a skill is always learned at Rank 3 ability. Duplicate rolls add 1 Rank to the skill.

Table 531A: Service Skills

Service &/or Duty	B	C	D	E	F
Air Cavalry	1	1		2	
Air Force	1	1		1	
Armored Cavalry	1	1			2
Army	2	1			1
Field Artillery	2	1			1
Gunnery	2		1		1
Helicopter Pilot				2	
Infantry	3	1			
Marines	2	2			
Navy	1		3		
Pilot				2	
Submarines	1		3		
Technical Specialist	1	1		1	1

d10 531B: Combat skills

1 Improve ranged weapon skill (of choice) by one Rank.
2 First aid. Reduce severity of damage by Rank x 5%.
3 Survival sense. Modify attacks against character by 1 point (in the character's favor).
4 Martial Arts. This is expert hand-to-hand combat.
5 Military strategy (change die results on *Table 528: Combat!* by 1 point in character's favor — up to 3 points).
6 Learn additional weapon skill of choice.
7 See weaknesses. Can see foe's weaknesses and thus gain a +1 attack bonus for each ranking with this skill.
8 Endurance exercises. For each 2 Ranks with this skill, the character can improve his Constitution attribute by 1 point.
9 Field repair of weapons and armor.
10 Improve an existing military skill by 1d3 Ranks.

d10 531C: Special Survival skills

1 Tracking (following tracks).
2 Find food (plant & animal).
3 Camouflage & Concealment. This is an ability to move across a battlefield unseen and hide things in plain sight.
4 Trailing (following someone unseen).
5 Pathfinding. Finding one's way in the wilderness.
6 Find water (know if its drinkable).
7 Make traps & deadfalls with natural items.
8 Making own shelter (against cold & damp).
9 Specialize in survival in a specific environment. Choose hostile, forest, jungle, desert, mountain, or winter.
10 Improve an existing military skill by 1d3 Ranks.

d10 531D: Naval skills

1 Swimming.
2 Handle small boats.
3 Sail large craft.
4 Gunnery. Use & maintain the on-board weapons systems.
5 Computers. Operate, program and maintain them.
6 Ship maintenance & repair.
7 Climbing
8 Navigation.
9 Communications and sensors.
10 Improve an existing military skill by 1d3 Ranks.

d10 531E: Aerospace skills

1 Pilot single engine fixed-wing aircraft (officers only).
2 Pilot multi-engine fixed-wing aircraft (officers only).
3 Pilot rotor-wing aircraft (helicopter) (officers only).
4 Gunnery. Use & maintain the on-board weapons systems.
5 Communications.
6 Aircraft maintenance and repair.
7 Computers. Operate, program and maintain them.
8 Fighter craft combat techniques (officers only).
9 Communications and sensors.
10 Improve an existing military skill by 1d3 Ranks.

d6 531F: Vehicle skills

1 Drive unit's main vehicle.
2 Trick driving. Special stunts & survival tactics.
3 Field repair damaged vehicles.
4 Gunnery. Use & maintain the on-board weapons systems.
5 Drive other vehicle (one not used by unit).
6 Improve an existing military skill by 1d3 Ranks.

From Here — Return to the Table that sent you here . . .

532:

Imprisoned!

Use only if directed here by another table

Barbaric societies have a simple way to punish criminals—they kill them and have it done with. Prison is an enlightened society's way of dealing justice to transgressors of the law.

Prisons in the 20th century span a wide variety of conditions and theories in the way they deal with the punishment and or rehabilitation of offenders. They may be the traditional dungeon with dank, dark cells, or walled compounds with no individual rooms or privacy, or luxurious camps where influential non-violent prisoners learn the errors of their ways (and play a lot of tennis!). The material here is fictional, and in no way represents any particular prison system, present or past.

While it is true that most folk found in prison deserve their fate, it can also be said that some are there who should not be there. They had the misfortune to either be at the wrong place at the wrong time, look like somebody else, or be on the losing side of an argument with someone who wielded political power corruptly.

Instructions: If the table that sent the character here did not specify a crime, go to *Table 862: Crimes* and select a crime and punishment (number of years to be imprisoned), then return here.

Prison Type: Roll a d10 and add the character's *SolMod* to the result. Compare the total against *Table 532A: Prison Type* to determine where the character is punished or rehabilitated.

Duration: The type of crime determines the number of years imprisoned. Imprisonment begins at the age determined for it (see "Age" under *Table 208: Significant Events of Childhood & Adolescence* or Instructions under *Table 211: Significant Events of Adulthood.* Imprisonment that begins in childhood may overlap into adolescence. Adolescence Imprisonment may extend into adulthood. Imprisonment beginning in adulthood may further increase the *"adult" years prior to a character's adventuring career.*

Events: Roll a d3 to determine the number of events that occur during the period of imprisonment. For each event, roll a d10 and match the result against *Table 532B: Prison Events* below. Follow directions if use of other tables is indicated. For each event (except escape or early pardon—see events below), you may select the age at which it occurs (within the period of imprisonment), rather than roll dice to determine the age.

Roleplay: Generally speaking, those imprisoned for committing crimes deserve their punishment, but are not necessarily deserving of other events that take place while imprisoned. If the character is imprisoned (justly or unjustly), imagine his attitudes toward fellow prisoners, the guards and those who run the prison.

1d10 Table 532A: Prison Type (roll 1d10+*SolMod*)

1	Horrible pit-like dungeon cells
2-4	High security cells
3-9	Medium security work camp
10	Reroll, but do not add *SolMod*
11-15	Low security farm
16	Reroll, but do not add *SolMod*
17+	Low security luxury camp

d10 532B: Prison Events (Roll 1d10)

1 The character escaped. Roll a d100 to determine the percentage of the prison term served. Example: a character escapes after serving 60% of an 11 year sentence, serving only 6 1/2 years. Roll a d8 on the the subtable below.

- **1-2** A reward of 1d20 x 1,000 dollars is offered.
- **3-4** 1d6 other prisoners accompanied the character.
- **5** A guard aided the prisoners in their escape.
- **6** The character was forced to kill a particularly corrupt guard during the escape. If caught, the character's life will be forfeit (work this out during game play).
- **7** A prisoner who escaped with the character is a powerful criminal (Find type on *Table 862: Crimes*). He goes relatively straight after escaping, and becomes the character's patron. Select details on *Table 535: In the Service of...* beginning with *535B.*
- **8** Roll twice more on this subtable. Duplicate results indicate a doubling of the earlier roll (a reward would be doubled, two guards aided the escape, more than one guard was slain, etc.)

2 A general amnesty is declared. The character is freed after serving only 1d10 x10% of his sentence (do not make any more event rolls on this table).

3 A disease ravages the prison. The character survives and gains fame as a tender of the sick. Surviving prisoners and guards treat the character as a hero. Gain Rank 1 medic skill.

4 Character is beaten frequently by cruel guards.

d10 532B: Prison Events (continued ...)

5 The character serves out his sentence in a special type of punishment. Roll a d4 on the subtable below.

- **1** Character learns a trade at Rank 3 skill. Select an occupation on *Table 413: Occupations.*
- **2** Character is sent to isolation for his own or another's safety.
- **3** Character is placed in a work gang. Add 1 point to Strength attribute.
- **4** Character works in an unhealthy environment. Subtract 1 point from Constitution attribute.

6-7 Character learns thieving skills at 1d3+1 skill Ranks.

8 Character escapes, but is caught. Add 5 years to sentence duration and 1 additional event roll on this table.

9 Character participates in a prison uprising. Roll a d6. On a result of 6, the character leads the uprising. Roll a d6 again. If the result is 4 to 6, the uprising succeeds. Otherwise it fails. Roll a d6 a third time. If the result is 6, 1d10 guards are killed. If the uprising succeeds, the character escapes (determine details on the subtable below Event #1). If the character is the leader of a successful uprising, he or she continues to lead 1d6 low-ability NPC followers (see *Table 750C: Companions—What Kind of Guy?*). If the revolt fails, the character is tortured and receives a grave, permanent injury. Select the injury on *Table 859: Serious Wounds.*

10 Character is tortured and receives a grave injury. Select the injury on *Table 860: Serious Wounds.*

From Here — Return to the Table that sent you here . . .

533. Religion

Use only if directed here by another table

In the turbulent times of the 20th century, with its globe-spanning wars, all-pervasive, morally degenerating media, and deceptive cultic influences, mankind's need for God, truth, and salvation has never been greater.

Being sent here does not necessarily mean that the character "gets religion," or becomes a member of the clergy, or even a member of a religion. It indicates a brush with the supernatural, an encounter with the followers of a religion (or pseudo-religion), or in the extreme, a personal awareness of a higher power's influence in one's life. All events are assumed to revolve around a single deity, religion or cult. Consider both the time period and the game involved when selecting appropriate religions.

Instructions: First, roll a d10 on *Table 533A: Religions* to select the type of religion encountered. Consider what contemporary or game religion best fits the selection. Next, roll a d10 and match the result against *Table 533B: How It Begins* to find how it all begins. Then roll a d3 to select the number of events that occur. For each event, roll a d20 and match the result against *Table 533C: Religious Events.* Events occur in no set order.

Roleplay: Tread carefully here, since you are probably dealing with contemporary religions. Despite media bias, followers of religions are not fanatical morons unable to think for themselves; nor are religious clergy all conniving two-faced con men. The supernatural does exist. Forces both good and evil are at work in the world (Ephesians 6:12). Whose side will you be on?

d10 533A: Religions (roll a d10)

1-2 Mainstream Monotheism. This is one of several global-wide religions, devoted to a single God and rich in history and tradition. Depending on the locale, this could include Roman Catholicism, Protestantism, Judaism, and Islam.

3-4 Splinter Faith. This religion believes in the same God as prevalent Mainstream Monotheists, but disagrees with the way that God is worshipped or that Holy Scriptures are interpreted.

5 Radical Personality Cults. Belief in the deity or special calling of a charismatic leader. Cult often ends tragically.

6 Organized Atheism. A well-organized, often politically active "religion" devoted to the belief that there is no God or supernatural.

7 Occultism. Belief in the power of self and that mortals can eventually become gods. Often related to Entry #8.

8 Evil Worship. Devotion to the enemy of God. Easily includes "Cthulhoid" mythos deities.

9 Multi-god Pantheons. Can also include spirit and ancestor worship, including modern Paganism.

10 Combination of Religions. Reroll twice and creatively combine the results.

d20 533B: How It Begins (roll a d20)

1 Hostile encounter. Followers of the religion are persecuting unbelievers.

2 Evangelism. Believers share their faith with the character in hopes of gaining a new follower.

3 Curiosity. The character hears stories of the religion and goes to personally investigate.

4 An inner need. The character feels he must seek out the believers of religion.

5 Voices. The character hears voices inside her head.

6 Parent's religion. The character has grown up with this religion, but is now personally confronted by it.

7 Friend's religion. A friend invites the character to come to a worship service.

8 Refuge. In a time of personal crisis, the church was a warm, dry place with an open door.

9 A chance encounter. In a lonely place, the character meets a intriguing follower of the faith.

10 Healing. The clergy of the faith heal the character of an injury or illness (possibly of a Serious Wound).

d20 533C: Religious Events (roll a d20)

1 Character is accused of a crime against God. If she is a member, she is excommunicated.

2-4 Character makes a pilgrimage to an important, but distant shrine of the religion.

5-7 In a vision, God asks the character to perform a sacred, but dangerous mission. GM should create mission.

8-12 Character joins the religion. Roll a d10 on the subtable below to determine the strength of the character's devotion.

1-4	Merely an attendee, no serious devotion.
5-7	Devoted follower of the principles of the faith.
8-9	Fervent Belief, seeks to spread the faith.
10	All-consuming, fanatical passion. Entire life is focused on her faith, with a willingness to die for what she believes.

13 Character makes prophetic statements. Roll a d10. On a result of 6-10, he becomes unpopular for what he says.

14 Character inadvertently desecrates a holy shrine. Roll a d4 on the subtable below to find the consequences.

1	Followers actively persecute character.
2-3	Followers shun character and seek reparations.
4	Religious assassins seek character's death.

15 The character uncovers the activities of an evil cult. Roll a d4 on the subtable below to find the consequences.

1	The cult seeks to have the character join them.
2-3	The local cult organization is destroyed. The character becomes a hero, but the cult now wants him dead.
4	Character is shunned, possibly out of fear of the evil cult.

16-17 Enemies of the religion persecute the character.

18-19 The character studies for the clergy for 1d4 years. This improves her Literacy skills by two Ranks and gives the character one skill Rank of religious knowledge for each year.

20 From a dusty book, the character learns more than he ever wished to know about evil. Roll a d100. If the result is 80 or higher, the knowledge causes him to develop an exotic personality trait. Select it on *Table 642: Exotic Personality Traits.*

From Here — Return to the Table that sent you here . . .

534:

Ah Love!

Use only if directed here by another table

Romance often catches us off guard. While we are making plans for our lives, *love* has other ideas.

Instructions: Roll a d20 twice on *Table 534A: The Beloved,* to select details about the character's loved one. Next, roll a d3 to get the number of events that occur because of a romance. For each event, roll a d20 and match the result against *Table 534B: Romantic Events.* Follow any directions given and return here until all rolls on this table are complete. For each event, you may select the age at which it occurs, rather than roll dice to determine the age. Events that produce children should not occur prior to age 13.

d20 534A: The Beloved (roll a d20)

1 The character's love is unrequited (beloved does not return her affections). She can only love from afar.
2 The beloved is already married to another.
3 The beloved has been widowed before.
4 Beloved has children. Roll a d4 for the number.
5 Beloved is an imitation of a living being (a robot, a clone, an android, simulacrum, etc.).
6 Beloved's Social Status is different from that of the character. Select the Social Status on *Table 103: Social Status,* rerolling results that indicate a similar status.
7 Beloved's Culture is different from that of the character. Select the it on *Table 102: Culture,* rerolling any results that indicate a Culture similar to the character's.
8 Beloved is the sibling of one of the character's friends (or future adventuring companions).
9 Beloved's age is significantly different from the character's. Roll a d6 for Hi-Lo. Hi = much older than character. Lo = much younger than character.
10 The beloved is from a different country. Select it on *Table 101: Character Origins.*
11 Beloved is noted for a personality quirk. Select a personality trait on *Table 642: Exotic Personality Traits.*
12 Beloved is noted for a strong personality trait. Use *Table 312A: Personality Trait Types* to select the trait. Assume that the Trait has a strength of 1d20+80 (see *Table 312C: Optional Rule* for details).
13-14 The beloved's appearance is exceptional. Roll a d6 on the subtable below:
- **1-4** Beloved is extremely good-looking
- **5** Beloved is rather unattractive
- **6** Beloved is ugly, even repulsive.

15-18 Beloved has an appearance quirk. Select the quirk on *Table 861: Appearances.*
19 Beloved is involved in a romantic triangle, in which another lover pulls at his or her affections.
20 Roll twice more on this Table.

A childhood romance lasts 1d10 months. An adolescent romance lasts 1d4 years, but if a 4 is rolled, assume that the relationship continues into adulthood unless terminated by an event (on this or other tables). Romances beginning in adulthood are assumed to continue unless ended by an event. Events on this table that can prematurely end romances are preceded by an [E-#%] symbol. The # sign indicates the percentage chance that this event will end the romance.

Age, Social Status & Culture: Assume that the Age, Social Status and Culture of the beloved are roughly the same as the character's unless a table entry declares otherwise.

Roleplay: If you have ever been in love, you will have a good idea how love and romance will affect the character's life. If not, imagine the character being devoted to someone more strongly than he is to his own life. The loss of a beloved (or a love affair that ends badly) can create emotional wounds that may take years to heal—if they heal at all.

d20 534B: Romantic Events (roll a d20)

1-4 Character marries the beloved (assumes both character and beloved are of legal age).
5-7 The character and the beloved are intense rivals until they suddenly realize their rivalry springs from their mutual love.
8 The families of the character and the beloved disapprove of their love. Roll a d6 on the subtable below.
- **1** [E-65%] Beloved's family forces beloved into an arranged marriage with someone else.
- **2** [E-45%] Character's family forbids the romance.
- **3** [E-45%] Beloved's family forbids the romance.
- **4** [E-25%] The beloved's family sends the beloved away to live with distant relatives.
- **5** [E-25%] The character's family sends him or her away to live with distant relatives.
- **6** Roll two more times again on this subtable.

9 [E-75%] Character is unfaithful to the beloved.
10 [E-75%] Beloved is unfaithful to the character.
11 A tragedy afflicts the beloved. Select the tragic event on *Table 520: Tragedies.*
12 [E-50%] Beloved is kidnapped (a lead-in for adventure?).
13 When together, the character and his beloved have a psychic power that they do not have when separated. Select the power on *Table 860: Psychic Powers.*
14 [E-35%] Beloved is called to overseas military service.
15 The character rescues his beloved from certain doom instigated by a Villain. Create an imaginative near-doom scenario. Use *Table 752: Villains* to develop the bad guy.
16 The beloved inspires the character to greater accomplishments. Improve one skill by one Rank.
17 The character has 1d4 children by the beloved. Roll for the occurrence of an unusual birth for each child on *Table 106: Unusual Births* (do not add in any *BiMods*).
18 The beloved becomes the character's Companion. Select details on *Table 750: Companions.*
19 [E-100%] Character and the beloved end their romance, but remain good friends. Roll a d10. On a result of 10, the beloved becomes the character's Companion. Select details on *Table 750: Companions.*
20 [E-100%] Character and the beloved bitterly end their romance, becoming fierce rivals. Select additional details of the rivalry on *Table 751: Rivals.*

From Here — Return to the Table that sent you here . . .

535:

In the Service of ...

Use only if directed here by another table

In the past, many artists, musicians, craftsmen and explorers were supported by wealthy patrons, men and women who expected service in exchange for their support. In the 20th century, direct patronage of one individual by another waned to the point of disappearing. Instead, organizations took over the role. In such a role, they are seen more as "sponsors." When a patron is a single person, he or she is either wealthy or in a high position, someone who can afford to trade favors for favors, or provide assistance in exchange for allegiance. Patrons and sponsors are also a wonderful source of employment for adventurers.

Instructions: To gain a picture of the character's Patron, questions must be answered. Who is the Patron? Why does the character give it or him allegiance? What notable events have occurred during their relationship? Start with *Table 535A: Who is the Patron?* and follow directions.

Duration of Service: A character is assumed to remain allied to his patron unless that allegiance is terminated by an event on *Table 535C: Service Events* below.

Roleplay: How does the character feel about giving his allegiance to someone? Does the relationship benefit both the character and the patron? What kind of "favors" might the character provide for his patron? What kind of benefits are received in return?

535A: Who is the Patron?

Instructions: Roll a d20 and match the result against the table below to select the character's Sponsor (group) or Patron (individual). An Individual Patron is always 1d3 levels of Social Status higher than the character and always at least Well-to-Do (see *Table 103: Social Status*). From Here: Go to *Table 535B: Scope of Influence.*

NOTE: if gender of the Patron is not predetermined, then roll a d6 for H/-Lo. Hi = male. Lo = female.

1d20 535A: Who? (Roll a d20)

1	Scientific Society	10	Military Organization.
2	Political Organization	11	Paramilitary organization
3	Religious Organization	12	Law Enforcement Agency
4	Criminal Organization	13	Medical Organization
5	Social Action Group	14	Environmental Activists
6	Arts Group	15	Special Interest Group
7	Large Corporation	16	Hate Organization
8	Violent Political Activists	17	Social/Recreational Club
9	Trade Organization. Select the type of business it promotes on *Table 413: occupations.*	18	Pseudo Religious Group
		19	An Individual. Select the person on *Table 743: Others.*
		20	Government.

535B: Scope of Influence

Instructions: Roll a d10 and match the result against the table below to select the Patron/Sponsors area of influence. From Here: Go to *Table 535C: Service Events.*

1d10 535B: Scope of Influence

1-2	**Local.** Patron/sponsor has little influence outside immediate area around residence.
3-6	**State/Province/Territory.** Though the Patron/Sponsor may be known outside this area, his/its power is not effective further than this.
7-9	**National.** Patron/Sponsor has influence throughout the nation in which it is based.
10	**International.** This patron is very powerful with ties and influence that extend beyond national boundaries.

Table 535C: Service Events.

Instructions: Roll d3 to select the number of events that occur. For each event, roll a d20 and match the total against the table below for each event to select what happens during the Patronage. Reroll any duplications.

d20 535C: Service Events (Roll a d20)

1-2	Travel widely for patron. Learn the world.
3-6	Patron provides for character's formal education (+1d8 Education Points—see *Table 210: Education*).
7	Patron dies (organization goes under) while character is in his/its service. No provision is made for those under his/its patronage. Meanwhile, authorities seek to recoup back taxes and debts from the patron's followers.
8	Patron has a rival who has threatened the character's life. Select rival on *Table 751: Rivals* .
9-10	The character leaves the patron's entourage after 1d6 years. Gains gift/bonus of years x 1,000 dollars.
11-12	Patron trains character as if she were in the military. Select "branch of service" on *Table 530: Military Duties* and appropriate skills on *Table 531: Military Skills.*
13	Patron requires the character to perform criminal acts. Select the crime on *Table 862: Crimes.*
14	Patron is outlawed. All those under his/its patronage are watched closely by secret police.
15	Patron is a radical extremist who will do anything to advance his/its cause. The character is involved in 1d3 "events" of this type. Select the events on *Table 526D: Political Crime Events.*
16	Patron decides that the character is actually an enemy of the cause and drives the character from his/its ranks. The character is now watched by agents of the patron.
17-18	Patron teaches character an occupation to 1d3 Ranks. Select occupation on *Table 413: Occupations.*
19	Patron sets character up in business. Patron owns the business, but the character runs it. Select the business on *Table 413: Occupations.*
20	Patron introduces character to several very influential people, the kind of people who often hire mercenaries and adventurers.

From Here — Return to the Table that sent you here . . .

536:

Exotic Events

Use only if directed here by another table

Beyond the merely unusual, these events are the strangest of the strange things that can happen to a character, almost guaranteed to be life-changing events.

Instructions: Roll a d20 to select the unusual event. Record the event on the character's worksheet.

Roleplay: These events may cause a character to question the nature of the universe, asking things like, "Why do strange things like these happen? How can I correct the problem?," and "'Will my friends ever believe that this happened?" These events can easily be cause to seek adventure, if only to explain why they happened or to change their outcome.

d20 536: Exotic Events (roll a d20)

1 The character is the first to contact an alien race. This encounter greatly affects all future relations with the beings. Select the type of alien on *Table 747: Aliens.* Then roll a d6 and match the result on the subtable below to discover the outcome of the meeting.

- **1** Character was kidnapped. His people are suspicious.
- **2** Character kills an alien. The aliens are furious. Roll a d6. If the result is 1-4, the aliens demand that the character be punished. If the result is 5 or 6, the aliens are overtly hostile and a war ensues.
- **3** The aliens kill one of the character's companions. His people respond with a punitive strike. Roll a d6. If the result is 1-4, the aliens respond in kind. If it is 5 or 6, the aliens now are overtly hostile and a war ensues.
- **4** The race was befriended due to the character's actions and have become staunch allies.
- **5** The alien was the lone survivor of his race and passed on a gift to the character. Roll a d6. If the result is 1-3, select the gift on *Table 853: Gifts & Legacies.* If it is 4-6, select it on *Table 858: Exotic Features.*
- **6** The aliens found the dying character amidst the ruins of a vehicle and "repaired" him. He now has 1d6 bionic parts that function as normal limbs or organs, and have no standard earthly equivalent. The aliens used themselves as an anatomical guide.

2 Character is plagued with incredibly detailed dreams — so much so that the character is learning skills from the people in her dreams, either by interaction or by observation. Character learns 1d4+1 skills, to Rank 1d3, with the skills being those available in your game world. The skills are FREE — no money to pay, no teacher to find, no points to sacrifice. The character is beginning to suspect, however that the dreams are REAL, and that her two worlds will one day collide.

d20 536: Exotic Events (continued ...)

3 A large meteorite impacts near where the character lives. While everyone stands in awe of the glowing, smoking crater, the character notices something that may have been thrown clear of the blast. It is an animal, or at least an animal-like thing. It appears dead, but moments later, the creature's eyes open and it begins to calmly and casually clean and preen itself. The character has acquired an unusual pet. Select it on *Table 749: Unusual Pets.*

4 After finding an odd little talisman in a curio shoppe, the character wakes up the next morning feeling different. To find out just how different, roll a d10 on the subtable below.

- **1** The character gains an ability from *Table 858: Exotic Features.*
- **2** The character's gender changes male to female and vice versa.
- **3** A glowing mark appears on the character. Select the shape on *Table 856: Birthmarks*, color on *Table 855: Colors* and location on *Table: 857: Body Locations.*
- **4** Character gains an ability from *Table 860: Psychic Powers.*
- **5** The character appearance changes. Select the changes on *Table 861: Appearances.*
- **6** The character has become someone else entirely. Though he or she remembers a different past, everyone else sees the character as this different person.
- **7** Roll twice more on this subtable.
- **8-10** Roll a d4 on the subtable below to determine further details about the change.
  - **1** Character's mind is transferred into a new body.
  - **2** Genetic surgery accomplishes the change.
  - **3** An ancient artifact causes the change.
  - **4** Character only imagines that a change was made.

5 A freak accident grants the character a psychic power at a Rank 3 skill ability. Select the power on *Table 860: Psychic Powers.* Unfortunately, each use of this power ages the character by one full year.

Continued ... ☞

Table 536 continues on the next page . . .

d20 536: Exotic Events (continued ...)

6 An inter-dimensional rift opens and the character is abducted by beings from another dimension. Moments later, the character reappears, but he has physically aged 1d10+10 years, has no memories of that lost time, and has not mentally aged even a minute.

7 The character awakens one morning with three men, all dressed in black, standing over him. He's then knocked out, and finds out later that his house and all his belongings are gone — the result of a terrible explosion and a report that he had died in it. His family, if any, survived and consider him dead. This agency has decided that the character is who they need for their covert, justice oriented operations. The character has a new name, altered features, and new *SolMods* — "Comfortable" to how other people see him, and "Extremely Wealthy," without the *TiMod,* to the primary agency (which has access to unlimited government funds) and possibly a few related departments. The character is always on call, but is used only two or three times a year. Continue rolling up the character, using the new "Comfortable" *SolMod.* Also, make a roll on *Table 413A: Occupations* with a +5 and follow the results there. The occupation is more of a token cover than anything else since the agency supports him, but it's what the character likes to do with his time.

8 The followers of an unheard-of-religion claim that the character is the "Chosen One, He-who-has-been-fore-ordained" to lead their cult onto glory. He initially disagrees and at this time, the cultists are still pleading with and harassing him.

9 While poking around in some abandoned, ruined place that other people avoid, the character comes across a hidden treasure. Unfortunately, the character is not able to do anything with the treasure. To the best of his knowledge, it remains untouched. Roll a d4 on the subtable below to determine the exact type of treasure.

- **1** Gold and silver artifacts worth 1d6 X 10,000 dollars.
- **2** 1d3 devices from *Table 854B: Wondrous Devices.*
- **3** 1d6 objects from *Table 853: Gifts & Legacies.*
- **4** A lode of valuable mineral resources.

10 The character befriends an Extremely Wealthy person. Roll Hi/Lo to select the being's sex. A Hi result is a male. A Lo result is female. Then roll a d4 to determine the person's age.

- **1** Much, much older than the character.
- **2** About the same age as the character.
- **3** Much younger than the character (maybe a child)
- **4** The wealthy being is an monster. Reroll age and select the creature on *Table 748: Horrors.*

11 The character's world is unavoidably doomed to destruction. Those in the know keep their knowledge secret, but prepare for their own escapes. The character participates in a secret project to both stop the rulers and let some or all of the world's people escape the destruction. The character and his friends succeed in at least saving themselves. Roll a d6 on the subtable below to determine additional outcomes.

- **1** The evil leaders are foiled and die in the destruction.
- **2** Half the world's population is saved.
- **3** All are saved.
- **4** The planet is only ravaged, not utterly destroyed.
- **5** Only the character escapes.
- **6** The catastrophe is averted by what can only be called a Heavenly miracle.

d20 536: Exotic Events (continued ...)

12 While out one day, the character encounters a ring of mushrooms about 15' in diameter. Intrigued, the character steps into the ring. Everything begins to waver, and she hears far away voices, singing softly. Roll a d4 on the table below to find out what happens next:

- **1** Character panics and stars to stomp on mushrooms. Just as the ring is broken, the character's "world" collapses. When she awakes, her head swims with horrors — both real and imagined. Give her a roll on *Table 642: Exotic Personality Traits,* and age her 2d20+10 relative years.
- **2** Somewhat unnerved, the character steps out of the circle. He no longer hears singing, but something is definitely different outside — 1d12 months have passed, and the character may be ill-prepared for the change in climate or season. The ring disappears.
- **3** The enchanting music keeps the character's attention, but nothing else seems to be happening. After several minutes, the character decides that this is nice, but no big deal. When she leaves, she looks back, and just before the ring fades away, it seems to glow. The character has the ability to "see" things magical (only she would have seen the glow) and the ability to contact the faeries again should she need to. Unfortunately, 1d100 years have passed. Drop the character's social status to Destitute — a result of being declared "dead." All possessions have been sold (or given to heirs).
- **4** The beauty of the music caught the character, and he sang along. Space folded around him, and he thought he saw faeries and elves and many things mythical. When the character "awakens," one of the items he had seen lies at his feet. Select the object on *Table 853: Gifts and Legacies.* Assume it has magical powers or will be very important to him in the future.

13 Through a complicated chain of events, the character has been marooned, left for dead on a remote, hostile island. Yet he survives and returns to civilization. As a result of the encounter, the character's Wilderness Survival skill jumps 1d4 ranks. Select the person or persons responsible for the abandonment by rolling a d8 on the subtable below. The character has a burning desire to "pay back" those who abandoned him.

- **1** A rival. If no rival, create one on *Table 751: Rivals.*
- **2** A relative. Select on *Table 104D: Other Relations.*
- **3** Pirates!
- **4-5** Other Person. Select type on *Table 743: Others.*
- **6** Renegades, rebels against the government.
- **7** Government forces, soldiers of the ruling power.
- **8** Enemy forces, soldiers of an enemy power.

14 Quiet sobbing from a dark corner of the cemetery catches the character's attention. When she goes to offer sympathies, she is taken aback by what she finds — a monster bemoaning its lonely life. She befriends the creature and they discover that they enjoy each other's company. Roll the creature on *Table 748: Horrors*, re-rolling any result that doesn't make sense. Assume that the creature is an outcast of his race, probably for not being violent enough. The horror is intelligent, and desires only someone to talk to. Although the monster will not let anyone else see him, he chooses to "travel" with the character, always there, and always out of sight.

Continued ... ☞

Table 536 continues on the next page . . .

d20 536: Exotic Events (continued ...)

15 An event reveals that the character is different, a RARE offshoot (average one every 10 years) of humanity — a separate species known to exist in myth and legend, but not in the 20th century. Roll a d4 on the table below to choose this strange race. Then reroll the event on *Table 536: Exotic Events.*

1 **Immortal** — cannot die, except (usually) by one specific method. The character can "hurt," but heals with impossible speed. The healing is not necessarily perfect, and on a d4 result of 4, the character has 1d4 impressive scars. Use *Table 857: Body Locations.* Select the event on *Table 538: Death Situations.* Assume that the character is the "Victim," and does not die.

2 **Magi** — a physical predisposition towards magic. All magic-related skills can be learned at half the cost *or* half the time, if the character chooses to develop her ability. Even if she chooses not to, the character will still be able to sense and interact with things magical like no one else is able to (except a Keeper). Select the event on *Table 537: Magical Events.*

3 **Superior** — a mutation — could be the next evolutionary step, if the character survives. Add +1 to all the character's attributes, and an additional +1 to two of the attributes.

4 **Keeper** — not a magic user, but privy to things fantastic, in order to sustain and protect the things not understood until the time comes when the world is again ready for them. They live lives measured in centuries, hold MUCH knowledge, and often protect the world from things magical, natural, unnatural, and supernatural. They often deal with magic, but not IN magic. Select the event on *Table 537: Magical Events.* (Read the fantasy series "The Dark is Rising" by Susan Cooper to get an idea of a Keeper and its mission) .

16 The character is present during an experiment which unleashes a terrible curse into the universe in the form of (roll a d4 to select the thing):

1 A deadly, incurable plague.
2 A sentient energy force.
3 A being from another dimension.
4 An ancient being, trapped since prehistory.

17 A strange woman gives the character an ornate box sealed with wax and hoarsely whispers "It's up to you now, keep it safe, keep it from ... them." It's not until she drops dead at the character's feet that the bullet hole in her back becomes obvious. **GM Only:** refer to entry #536 on *Table 965: GM's Specials.*

d20 536: Exotic Events (continued ...)

18 The lamp wasn't supposed to be inhabited, and the genie should have been nicer. The character gets a disgruntled genie who grants him *one,* not three, wishes, and warns him not to tell anyone or she won't even get one wish. At this point, the character has yet to make that wish.

19 There is a terrible accident and the character is killed! Medical science returns the character's body to life. Roll a d6 on the subtable below to select what has happened as a result of the accident:

1 The character was actually dead for 1d100 years.
2 The character's mind awakens in a different body. Roll Hi/Lo for gender. Hi = male. Lo = female.
3 The character's brain has been cyborged. He is now a living mind in an android or robot body.
4 The death experience is also a religious experience. The character joins a popular religion. Select details on *Table 533: Religion.*
5 The original character actually DID die. The being now occupying his body is someone else altogether. Select the new personality's original form or previous life on *Table 743: Others.*
6 Reroll. The character is obsessed with avoiding death.

20 An unfortunate accident leaves the character in a coma for 1d20 years. Surprisingly, when the character finally awakes, she seems to have not missed anything that happened in the intervening years. Unknown to any but herself, she discovered that she can project herself astrally— i.e., leave her body and take her conscious mind elsewhere.

537:

Magical Events

Use only if directed here by another table

If your character thought magic in the 20th century was for children's books and old wives' tales, this would be a good time to change her mind.

Instructions: Roll a d20 and match the number against the table below. Some events are personal, and some are on a larger scale—reroll any events that are situationally inappropriate.

Roleplay: In the 20th century, magic is what stage magicians practice. Rarely does a character encounter true magic and even more rarely will the character realize it. The strange event may prompt the character to understand these forces, or it may so unsettle him that even the mention of a fortune teller causes discomfort. If many such events follow the character, he may decide that he is naturally inclined to the strange rituals of magic.

1d20 537: Magical Events (roll a d20)

1 Event appears magical to the character, but is really a event from a technologically-advanced culture. Roll again on this table for the actual event, and then give it a technical source unknown to the character.

2 Character decides to have his fortune told. The teller holds his hand a long while, then slowly gives the fortune. Roll three times on *Table 211: Significant Events of Adulthood*. The first two events have already occurred, but the third event has yet to occur.

3 While borrowing some sugar from a new neighbor, the character thinks he sees a broom sweeping the floor—no human attached. Upon a second look, the broom is propped in the corner, and the neighbor is suggesting that the character get some sleep.

4 Incredible sightings of mythological creatures occur. 2d100 people report seeing a large dragon-like creature in the bay. Others claim to have been rescued by a unicorn or to have watched their pet turned to stone by a basilisk.

5 An item with historical value and rumored mystical powers has been lost for 10d100 + 50 years. Recently found by a friend, he entrusts it to the character for safe-keeping—but warns: never directly touch it with bare hands.

6 The character witnesses a woman accidentally walk into a "turf war" (gangs, mob, etc.) and emerge unscathed. Bullets never touch her, people seemed to freeze near her, and after she passed through, she literally disappeared around the corner.

7 In the middle of a large metropolitan city, in the middle of the day, a huge hand came out of the clouds and scooped up 2d6 people. One of them was a friend of the character.

8 An old man comes up to the character and slaps her on the forehead. He's gone before the character can react. She has just received the old man's life work, a very complex and powerful spell. As soon as she figures out all those symbols floating around in her head, she'll be able to use it—it will take about 3d4 years.

9 A glowing pentacle is discovered on the back door of the home of a respected, prominent citizen in the community.

10 *"It's the curse, the curse!"* Crops are drying up, animals are dying, and local businesses are going bankrupt. The people say it's because of a curse, incurred when the town's forefathers built on the holy ground of the natives. They may be right.

11 Character buys a rock crystal for a living room display, but feels much better while holding it. It's a healing crystal that really works. **GM Only:** see entry #537 on *Table 965: GM's Specials*.

1d20 537: Magical Events (continued ...)

12 The character discovers a cache of aging black and white photos of great aunts and uncles, taken when they were children. They would hardly be worth noting, save for the small animated, butterfly-winged, fairy-like figures with whom they are posing.

13 The character's favorite librarian has an accident and is pinned under a fallen bookshelf. The character happened upon her, and while helping her, noticed that the flooring under the shelf had lifted when the shelf fell over—revealing a hidden book. After helping her to the hospital, the character returns for the book—a tome of magic. The character must spend at least 1d4 years from his age at this event to figure it out.

14 Poltergeist activity terrorizes a shopping area that has never had any reports of this kind before. Obviously someone summoned them.

15 Roll 1d3 times on this table. These events are related and seem to suggest a cataclysmical encounter is developing between the supernatural forces of Good and the forces of Evil. The character is somehow pivotal in this encounter (though he or she may not actually take part in the conflict).

16 Something rips a hole in the side of the headquarters of the national military agency, and a note threatening worse is received the same day. Scientists can't find any explanation.

17 A bizarre rift in the continuum allows the character to encounter people from the past, and even people he thought were purely fictional. Use *Table 743: Others* to select 1d4 persons encountered. Roll a d4. On a result of 4, the person is or was quite famous in his or her time.

18 One of the character's favorite items suddenly acquires an intelligence of its own. Roll a d4. On result of 4, the item is quite a bit smarter than the character. Otherwise, it's about the same. Make four rolls on *Table 312A: Personality Trait Types* and select appropriate traits as indicated. If "no traits" are rolled all four times, the object is considerably dumber than the character and will serve as a loyal "yes man."

19 An acknowledged master (in the right circles) of the mystical arts (Rank 10—on his way to 11) makes his once-in-a-lifetime appearance (about once every 150 years) to scout for potential students. Roll a d100, and on a result of "100," he chooses the character for intense magical training. The character is kept for 15 years, and when he returns, he has learned magical skills to Rank 7.

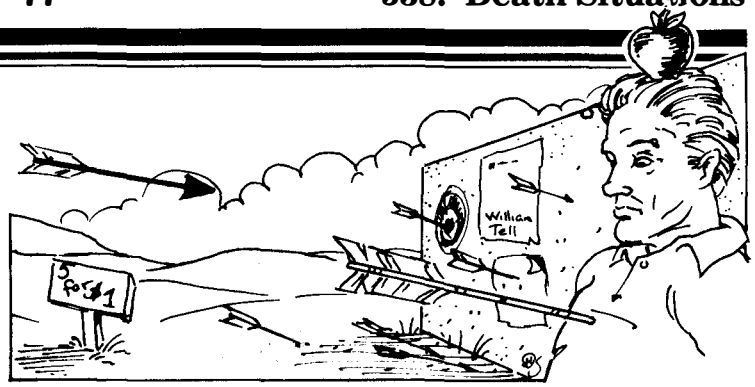
20 Roll twice more on this table and combine the events.

From Here — Return to the Table that sent you here . . .

538:

Death Situations

Use only if directed here by another table



Occasionally a character or an important person in the character's life will cause the death of another person, or a person important to the character will die an untimely death. However, this does not necessarily mean that the victim was murdered.

Instructions: When this table is called for, roll a d20 and match the result against this table to determine *Cause of Death.* Then roll a d10 to determine responsibility. On a d10 result of 10, the character is linked with the death in some unfavorable manner. The use of the term, "Someone" in the descriptions refers to the causer of the death, whether it is the character or some other person.

Roleplay: Responsibility for a death and the guilt associated with it can haunt a character forever, changing attitudes about death and relationships. Even if wrongly accused of causing a death, the character can spend the rest of his life proving it otherwise—and still not succeed.

d20 538: Cause of Death (roll a d20)

1 Victim died accidentally (falling from a ladder, run over by a vehicle, touching a live wire, etc.). No one is really to blame (unless someone has *Caused* the death to occur, in which case it is an arranged accident). However, it is possible that people think the character is responsible. Roll a d20 and a d12 together. If the d12 roll is equal to or higher than the d20 roll, all who know the victim blame the character for the death.

2 Premeditated, violent murder. Someone wanted the victim dead and took personal, violent action to ensure that death occurred. You or the GM will need to create the situation surrounding the death, including method and motive.

3 Victim was killed in a fit of blind passion. It's still murder, but the killing may be defensible.

4 Assassination. Professionals were hired to perform the act. A motive will be necessary.

5 Victim died in a fight. A cause for the fight needs to be constructed (be creative!).

6 Victim was poisoned. This is not necessarily murder. Roll a d10. On a result of 5 or more, it occurred accidentally (see entry #1 above for accident details).

7 Victim was killed during the commission of a crime. Roll a d10. If the roll is less than 5, the victim was committing a crime when killed. If 5 or greater, someone killed the victim while committing a crime. Go to *Table 862: Crimes* to determine the nature of the crime committed.

8 Victim was killed in self-defense.

9 Victim was driven to suicide by someone's actions.

10 Victim was killed by an equipment malfunction. Something that should have worked, failed instead.

11 Victim died of starvation. Roll a d6. On a result of 1-4, the victim dies due to circumstances initiated by a catastrophe. Use *Table 520B: Tragic Causes* as a source of ideas. In the event of a natural disaster, someone could have saved the victim's life had he or she tried. On a result of 5-6, someone deliberately withheld food.

d20 538: Cause of Death (continued ...)

12 The deceased sacrificed his or her life. Roll a d6 on the subtable below to determine the reason:

1-3	To save the character from death.
4-5	To save a relative who was endangered by someone.
6	To save some other person(s) whose life was endangered by someone's actions. Go to *Table 743: Others,* to determine just who was saved.

13 Victim is thrown into prison because of someone's actions and later dies there. Roll a d6. On a result of 3 or less, the victim committed a crime and was justly imprisoned. On a roll of 4-5, the victim was unjustly imprisoned. If the result is a 6, the victim was imprisoned in someone else's place.

14 Victim was tortured to death by someone.

15 Victim is one of many who die as the result of a catastrophe, such as a natural disaster, explosion, plane crash, ship wreck and so on. Use *Table 520B: Tragic Causes* as a source of ideas. In the event of a natural disaster, someone could have saved the victim's life had he or she tried.

16 Victim dies of a disease caught from someone. Roll a d6. On a result of 6, the person is stigmatized as a plague bearer.

FOR THE FOLLOWING TABLE ENTRIES, ROLL AGAIN TO DETERMINE THE ACTUAL CAUSE OF DEATH—REROLLING ONLY DUPLICATE RESULTS

17 Several friends of the victim actively seek the death of the killer. Treat them as 1d4+1 Deadly or even Obsessive Rivals (see subtable *751C* on *Table 751: Rivals*).

18 The victim's spirit cannot rest and haunts the person responsible for the death. Some form of atonement may remove the ghost (at the GM's discretion).

19 The person allegedly responsible for the death is hated and reviled by all who hear of it.

20 Law enforcement officials actively seek to capture the killer. One officer has made this case an obsession. Treat him as an Obsessive Rival (see subtable *751C* on *Table 751: Rivals*) whose goal is to bring the character to justice.

From Here — Return to the Table that sent you here . . .

539:

Death of a Loved One

Use only if directed here by another table

A *Loved One* is anyone whom the character cares for, a mother, father, guardian, brother, sister, mentor, good friend, or romantic lover. A Love One's death can have a drastic effect on a character's life. There is the grief of loss, the possibility of receiving an inheritance or being saddled with financial burden, the chance that a surviving parent may remarry ... and still stranger things.

Instructions: Tables which send the character here should already have stated who has died (or instructed you to select the deceased). If the deceased was an adult, roll a d8 on *Table 539A: Inheritance* to determine the character's inheritance, if any. Then roll a d20 on subtable *539B: Other Events* to select a significant event surrounding the death of the Loved One. Follow directions given with the selected table entries, returning there until all rolls on that table are complete.

Note: If a spouse of a parent or guardian survives the deceased, roll a d100. On a result of 75 or less assume that the spouse remains in possession of any property and most money.

Roleplay: How does the character feel about losing a parent? How would you feel if (or when) it happened to you? Would the value of an inheritance in any way compensate for the loss?

d8 539A: Inheritance (Roll a d8)

1-3 The character receives 1d10 times his base starting money in cash.

4 The estate is liquidated to pay off debts. Roll a d6. If the result is 6, the debts remain unpaid and the character is liable for 1d100 times her base starting money.

5 The character receives nothing. The Loved One's last will and testament condemns the character's lifestyle.

6 The character receives a map, a key and a strange gift. The three are somehow related (GM's discretion as to how they are related). Determine the gift on *Table 853: Gifts & Legacies.*

7 The character becomes heir to the Loved One's estate and may assume control of any lands, monies, properties, and possessions.

8 As described for #7 above, but with a condition selected by rolling a d4 on the subtable below.

- **1** Character must first marry and produce an heir.
- **2** Character must change lifestyle (forego adventuring career, become a priest, etc.)
- **3** Character must perform a task, mission, or quest described in the will (GM's discretion).
- **4** Character must devote life to championing the poor, the weak, and the downtrodden.

d20 539B: Other Events (roll a d20)

1 Nothing unusual occurred.

2 Character is stricken with grief. He becomes obsessive about preserving the memory of the deceased. Unless the character can come to terms with this obsession, he is unable to form meaningful relationships. The GM may wish to create an adventure through which the character finally works out his grief and lets the dead rest.

3-4 Roll twice more on this table.

5 Papers found in the deceased's home reveal a secret. Roll a d4 on the subtable below to learn the secret.

- **1** Deceased was once a Noble, living in exile. Select the Noble title on *Table 746: Nobles.*
- **2** Deceased was an important research scientist.
- **3** Deceased is secretly the child of a powerful leader.
- **4** Deceased was not a human being, but a cleverly made, self aware android. The deceased is not truly dead, since machines do not die (as we know it).

6 When the character visits the deceased's grave, the grave has been opened and the tomb is empty. Roll a d6. On a result of 5-6, weird events from *Table 523: Horror Events* start taking place.

7 Deceased's spouse (if any) remarries within 1d4 years.

8 Deceased's spouse (if any) remarries immediately.

9 A close friend of the deceased confides in the character that he or she believes the deceased was murdered.

10 The deceased's spouse (or a close relative if no surviving spouse) blames the character for the deceased's death. Select the cause of death on *Table 538: Death Situations.*

11 When character tries to collect his inheritance, it has already been claimed by another relative (selected on *Table 104D: Other Relations*).

12 The deceased's spirit appears to the character and demands that an injustice be righted.

13 A journal found in the deceased's effects hints at the location of a lost treasure.

14 A mysterious stranger offers to buy any items inherited from the deceased for much more than they could possibly be worth (1d100 x $1,000).

15 A book found in the attic turns out to be plans for a fantastic (but experimental) device.

16 A charismatic, but mysterious (and obviously evil) stranger claims the deceased's estate for him/herself. Everything looks legal, but something smells fishy about it.

17 If the character has living siblings, they fight over the deceased's personal belongings.

18 The deceased was declared legally dead after having disappeared years ago, but may actually be alive.

19 Upon dying, a small serial number is revealed on the body. Apparently, a clone was substituted for the deceased some time in the past. Does he or she still live?

20 The deceased is apparently not dead! He or she appears at the reading of the will! Something seems not quite right though. Roll a d4 on the subtable below

- **1** The person who died was not who he or she appeared to be.
- **2** The person who returns is an imposter.
- **3** The deceased has returned, but is not truly alive (undead or reanimated).
- **4** The deceased's brain has been transferred into a look-alike constructed body.

From Here — Return to the Table that sent you here . . .

540:

Secret Origins

Use only if directed here by another table

This table assumes that a character has super abilites and tells us how he or she came by thm. Some characters are stranger than others and have obtained abilities above and beyond those of everyday citizens. This is particularly true for Superhero and Science Fiction Now genre games, but may not be appropriate for spy, horror, pulp or military genre games. Use your best judgement here. If you want to play the spy from Alpha Centauri, then go ahead, just clear it with your GM first.

Instructions: Make one roll on each of tables A-D, recording the information on the appropriate lines of the character worksheet. These tables suggest how the character received his super powers, and could be stated: "As a result of '540B', which was apparently caused by '540C' at '540D', the character gains super abilities."

540A: Secret (?) Origins. Was the character really born on this planet, in this time and reality?

540B: Incidents. What caused the character to gain superhuman abilities?

540C: Who or What is Responsible? Who caused the character to gain super human abilities?

540D: Where? Where did this origin situation occur?

540E: Super Birth Events. These are extra-special events surround the birth of a super hero to be.

d100 540A: Secret (?) Origins (roll a d100)

1-95 It's no secret, the character is a resident of this world and time. If a country of origin has not been selected yet, use *Table 101: Character Origins* to do so.

96-97 Character was born on another planet, a native of its environment. Roll a d100. If the result is greater than 10, then it's a secret, otherwise, it's common knowledge. Select the planet type on *Table 105C: World Types.* The character has skills and abilities suited to his home world which may benefit him with "super" abilities on Earth, due to planetary differences. Now roll a d20 on the subtable below:

- **1-15** Character is human.
- **16-18** Character is near human (or mostly human).
- **19** Character is an alien disguised to appear human. Select alien on *Table 747: Aliens.*
- **20** Character is an alien (undisguised). Select alien on *Table 747: Aliens.*

98 Character was born in another time. Roll Hi/Lo. Hi = Future. Lo = Past. For futures, see also *Table 540E: Super Birth Events,* entry #13.

99 Character was born in a parallel dimension.

100 Roll twice more on this table, combining results.

d20 540B: Incidents (roll a d20)

1-3 Born that way. Use *Table 540E: Super Birth Events.*

4 Finds a device. from *Table 854B: Wondrous Devices.*

5 A natural disaster. Select it on *Table 520B: Tragic Causes.*

6 Radiation. Character is bathed in some type of radiation.

7 Animal/Insect bite. Either roll on *Table 749: Unusual Pets* or select something from the game world.

8 Given. By some means, she is simply given powers.

9 Experiment. Character is the successful test subject.

10 Botched experiment — Character is the result.

11 Wreck. Use *Table 864: Vehicles* to find what the character crashed.

12 Accident. Roll a d6 to select type on the subtable below:

- **1** Scientific experiment
- **2** Stupid (dropping a hair dryer dropping into a tub)
- **3** Industrial (like falling in a vat of chemicals)
- **4** Recreational (like a parachute failing)
- **5** Occupational, related to the character's job.
- **6** Catastrophic, something that affects many people.

13 Disease. Contracting a disease triggers changes.

14 Combat. Brings out an unknown aspect of the character. Roll for Hi/Lo.

- **Hi** = Military combat — the character was or is in the armed services. Go to *Table 527: Military Experience* to find out the basic details, and then to *Table 528: Combat!* for the main event (*Table 527* may send the character to *Table 528* — if not, go there anyway.)
- **Lo** = Personal fight — perhaps in a schoolyard or bar.

15 Find an Item. Choose it on *Table 853: Gifts and Legacies.*

16 Find a Legendary Teacher.

17 High-risk situation. This was a venture most thought was doomed from the start. Many, including the character himself, doubted his safe return.

18 Character dies, and is returned to life later.

19 More than one incident. Roll twice more on this table.

20 **GM Only:** Select Incident and subsequent details. Keep them a secret from the player and character.

3d20 540C: Responsible Party (roll 3d20)

3-10 Nothing is responsible — it just happened.

11-13 Parents or guardian — re-roll if none.

14-20 An event — select the event on one of the following tables by rolling a d20. The actual event does not affect the character directly.

1	*208: Sig. Events of Youth*	**10**	*526C: Crime Events*
2	*209: Special Events of Youth*	**11**	*526D: Political Crime Events*
3	*211: Sig. Events of Adulthd.*	**12**	*527: Military Events*
4	*520: Tragedies*	**13**	*532: Imprisoned!*
5	*521: Something Wonderful*	**14**	*533C: Religious*
6	*522: Superhero Events*	**15**	*534B: Romantic*
7	*523: Horror Events*	**16**	*535C: Service Events*
8	*524: Espionage Events*	**17**	*536: Exotic Events*
9	*525: Pulp Hero Events*	**18**	*537: Magical Events*

10-11 Roll twice more on this subtable. Combine the Events

Continued ... ☞

Table 540 continues on the next page . . .

3d20 540C: Responsible Party (continued)

21	A foreign government agency — choose the country on *Table 101: Character Origins.*
22	One of the character's teachers or former teachers.
23-24	Supernatural being. A spirit, ghost, angel, demon, etc.
25-26	Some occupational guild (could be a secret one) — Use *Table 413: Occupations.*
27	A religious group — find type on *Table 533A: Religions.*
28-30	Character is — she volunteered.
31-33	Character is — he made a mistake.
34-36	Character is — she attempted a heroic action.
37	The character's beloved.
38-45	Someone — find out who on *Table 743: Others.*
46-50	An organization — select on *Table 535A: Who?*
51-52	A group — choose on *Table 744: Other Groups.*
53-55	An item — some object has set these events in motion.
56	A powerful being — a minor deity to many people.
57-60	Roll twice more on this table — two parties share the responsibility.

1d12 540D: Where? (roll a d12)

1	Hobby convention	7	Use *Table 105A: Place of Birth*
2	Laboratory	8	Outer space
3	The wild outdoors	9	Field experiment
4	Character's home	10	Streets
5	Office building	11	School
6	Caverns	12	Battlefield

Use only if directed here by another table

d20 540E: Super Birth Events (roll a d20)

1-3 A genetic "throw-back," the character is born with an obvious resemblance to an animal. Select the animal on *Table 749A: Unusual Pets.* To find the degree of resemblance, roll a d6:

1-3	The character has only a minor animal cast.
4-5	The look is more pronounced.
6	The character would be hard pressed to pass for normal. GM decides any animal-like abilities.

4 Upon delivery, the glowing character lit up the room. Choose a color on *Table 855: Colors.* Roll a d10, and if the result is a "10," the light was seen outside the building as well. It lasted only seconds.

5 The character develops or is born near the area of effect of some strange item, and begins to exhibit properties of that item. Select the item on *Table 854B: Wondrous Devices,* and apply any powers that are appropriate to the game system. The character has an affinity for similar devices and if he chooses, may develop skill with them easily.

6 Unknown to the character, he is the offspring of a major villain. Select this bad person on *Table 752: Villains.*

7 A friend of the family is a brilliant scientist, but a bit mad. As he delivered the character, he injected her with an experimental drug. It apparently did nothing. As the character develops, however, she realizes that she is using much more of her brain's potential than other people — up to 90% of her potential, compared to the 10% of normal people. Add 6 bonus points to the characters main mental attribute(s). Oh by the way, the character REMEMBERS the scientist and the incident.

8-9 Not many people noticed the character's birth, as it occurred during an unprecedented display of supernatural powers. Select the occurrence on *Table 537: Magical Events,* and assume that the event distracted the people nearest the character. The character is bathed in the glow of mystical power upon delivery, and the surge affects the character — GM decides how.

10-11 Character is the offspring of 1d2 super-powered parents. There is a 50% chance that powers match those of parents.

d20 540E: Super Birth Events (continued)

12-15 Character is a definite true genetic mutation. Roll a d4, on this subtable and go where it sends you.

1	1d3 rolls on *Table 858: Exotic Features.*
2	1d3 rolls on *Table 860: Psychic Powers.*
4	Two rolls, one on each *Table (858 & 860)*
5	One roll on each *Table (858 & 860),* plus one roll of choice on either table.

16 The culture and technology that the character grew up with are not the same as the ones she was born into. She has a *TekMod* that is plus 1d3 higher than normal because she was born in the future, and wound up in the present by unknown means. Her friends are amazed at her ability to grasp cutting edge technology and foreign scientific concepts.

17-18 The character's parents are not her true parents. She was an equation given life due to a bizarre accident. Select the accident's cause on *Table 520B: Tragic Causes.* Assume that it affected the laboratory where the research was being done. The character's current form is, or can be, humanoid. Select the character's "biosystem" on the subtable below by rolling a d12. Unless consciously kept in line, the character's biosystem tends to give off telltale hints.

1	Electromagnetic	6	Chronological (time)
2	Electrical	7	Sonic (sound energy)
3	Botanical	8	Chemical
4	Acidic	9	Nuclear
5	Elemental. Roll a d4.	10	Inorganic (silicon base, etc.)

1	Fire	3	Air
2	Earth	4	Water

11	Dream/myth (character exists as long as people believe in her, and her power tends to flux in proportion to them.)
12	Some unknown power source has transformed the character's body into a core of limitless energy, but he has no idea what it does.

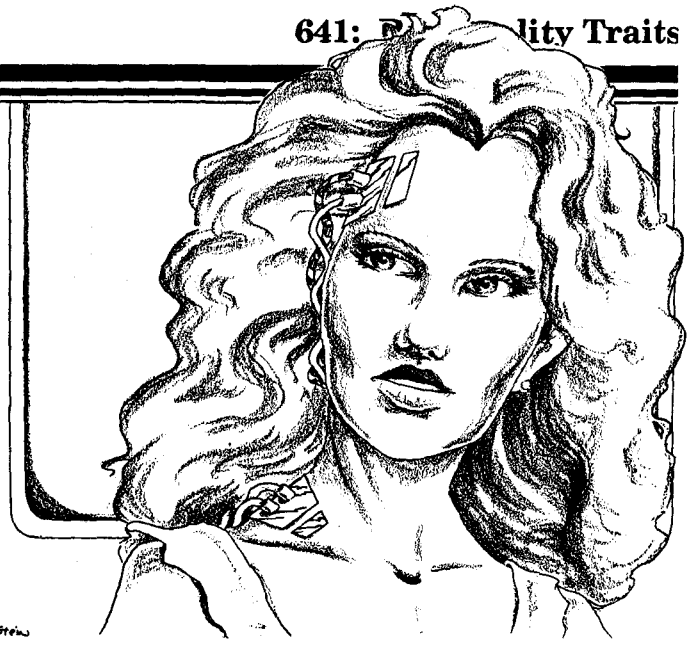
20 Roll twice more on this table, combining results.

From Here — Return to the Table that sent you here . . .

641:

Personality Traits

Use only if directed here by another table



Use this table when the character has assumed a Lightside, Darkside or Neutral personality trait.

Central Casting begins with the assumption that it is possible to classify a character's behavior in terms of right, or "good" behavior and wrong, sinful or "bad" behavior. *Lightside* traits are so called because they represent the "lighter" or better aspects of a person's character. Folks who exhibit these traits are often considered "nice" people, though that may not be the truth. Even characters who are mostly bad will have their good points.

The Neutral traits found in *Table 641B* are those that tend to be *mosly* free from association with the concepts of right and wrong (though this is also often a matter of opinion). They are easily found in characters who tend toward either or neither extreme of right or wrong.

Finally, there are traits that represent the darker, unpleasant and wrongful forms of human behavior. These traits, found on *Table 641C,* are flaws in makeup of a character's personality and are harmful to oneself and others. They are called *Darkside*, and more often than not, characters who exhibit several of these traits are either knowingly evil or have become trapped in a lifestyle of wrong behavior. Nevertheless, these traits can also be found in characters who are otherwise good.

Instructions: For each trait to be selected, roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. Example: A d4 result of 3 and a d10 result of 0 are read as a 30. Match the total against the appropriate table to determine the trait.

Note that each Lightside trait in *Table 641A: Lightside Traits* has an opposite trait to be found in the same numerical position in *Table 641C: Darkside Traits.*

Roleplay: The presence of a Lightside or Darkside trait in a character's personality does not mean that a character is either good or evil, it is only when the traits of one side or the other dominate a character's personality that the character can be said to lean in one direction or the other.

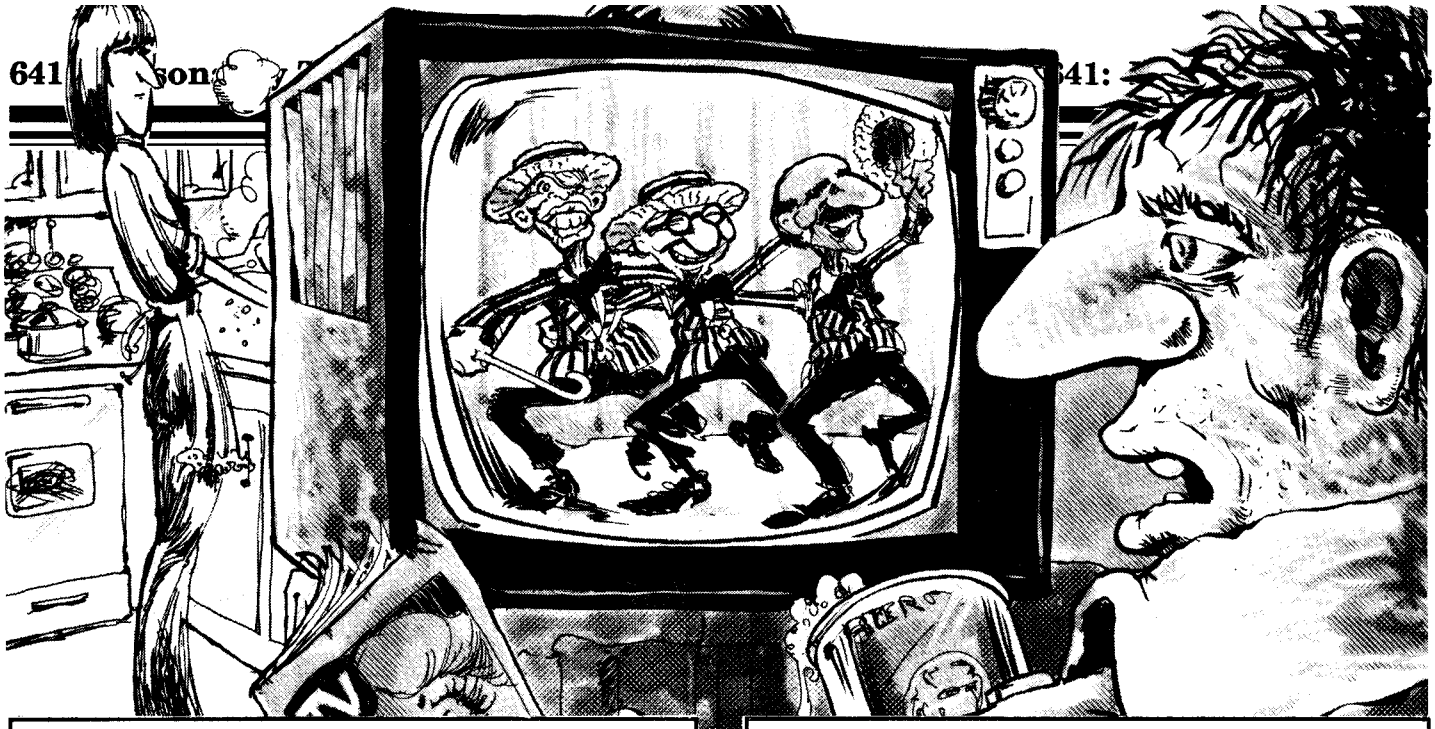
While it is likely that a character will have Darkside traits, it has been stated before that the designers of Central Casting strongly feel that actively roleplaying out Darkside traits is a bad idea. Instead, Central Casting takes what can best be called a redemptive approach to character development. The goal of the character afflicted with Darkside traits should be to roleplay out how he or she overcomes the problem aspect of his or her personality.

Good vs. Evil: Certain traits are usually found only in good people, as they are not in keeping with evil acts. Traits marked with an asterisk (*) will usually not be found in strongly evil characters (such as NPC villains) unless they are a part of split personality (that is to say, a good personality and an evil personality in the same being). Some traits are normally found only in evil people, as they are not in keeping with good acts. Traits marked with a dagger (†) will usually not be found in "good" characters.

d4/d10 641A: Lightside Traits (roll d4 & d10)

10	**Optimist:** always see the good side of things.
11	**Altruist (*):** selfless concern for others' welfare.
12	**Helpful:** helps others in need.
13	**Kindly (*):** warmhearted and friendly.
14	**Careful:** cautious in thought and deed.
15	**Considerate:** thinks of others' feelings.
16	**Sober:** serious, plain-thinking, straightforward.
17	**Teetotaler:** abstains from drinking alcohol.
18	**Trusting (*):** trusts others to behave correctly.
19	**Peaceful:** serene of spirit.
20	**Peacemaker:** attempts to calm others.
21	**Pious:** reverently devoted to worship of God.
22	**Honest (*):** always gives what is due.
23	**Loving:** affectionately concerned for others.
24	**Giving:** gives of self and possessions.
25	**Organized:** everything has a place.
26	**Clean:** practices good hygiene.
27	**Punctual:** always on time.
28	**Self-confident:** sure of self and abilities.
29	**Courageous:** brave in the face of adversity.
30	**Respectful:** shows respect for others.
31	**Calm:** difficult to anger, a peaceful spirit.
32	**Patient:** able to wait with calmness.
33	**Wise:** understands what is true, right or lasting.
34	**Generous:** willing to give more than fairly.
35	**Imaginative:** a clever, resourceful mind.
36	**Forgiving (*):** able to pardon faults in others.
37	**Virtuous (*):** chaste, pure, of excellent morals.
38	**Dependable:** does duties reliably, responsibly.
39	**Well-mannered:** polite, courteous.
40	**Benign (*):** gentle, inoffensive.
41	**Friendly:** warm and comforting.
42	**Humble:** lack of pretense, not proud.
43	**Energetic:** does things quickly, with verve.
44	**Truthful (*):** always tells the truth.
45	**Cheerful:** always happy and smiling.
46	**Enthusiastic:** excited, can't wait to act.
47	**Thrifty:** careful with money.
48	**Diplomatic:** careful to say the right thing.
49	**Extra trait:** roll twice more on this table

Table 641 continues on the next page . . .



d4/d10 641B: Neutral Traits (roll d4 & d10)

10 **Curious:** inquisitive, needs to know.
11 **Hedonist:** pleasure is the most important thing.
12 **Precise:** always exacting.
13 **Studious:** studies often, pays attention to detail.
14 **Mysterious:** has an air of mystery about him.
15 **Loquacious:** talks and talks and talks and ...
16 **Silent:** rarely talks.
17 **Foppish:** vain, preoccupied with appearance.
18 **Immaculate:** clean and orderly.
19 **Rough:** unpolished, unrefined.
20 **Skeptic:** disbelieving of things unproven.
21 **Immature:** acts younger than age.
22 **Even-tempered:** rarely angry or over joyous.
23 **Rash:** acts before thinking.
24 **Extroverted:** outgoing.
25 **Introverted:** focus one's interests in oneself.
26 **Materialistic:** puts emphasis on possessions.
27 **Aesthetic:** possessions are unnecessary.
28 **Amoral:** no care for right or wrong.
29 **Dreamy:** a distant daydreamer.
30 **Creative:** able to make something out of nothing.
31 **Leader:** takes initiative, can take command.
32 **Follower:** prefers to let others lead.
33 **Emotional:** rarely keeps emotions in check.
34 **Emotionless:** rarely shows emotions.
35 **Humorous:** appreciates humor and likes to joke.
36 **Grim:** unsmiling, humorless, stern of purpose.
37 **Conservative:** restrained, opposed to change.
38 **Liberal:** tolerant of others, open to change.
39 **Aggressive:** assertive, bold, enterprising.
40 **Passive:** accepts things without resisting them.
41 **Selfsufficient:** does not need others.
42 **Dependent:** needs others around him.
43 **Romantic:** given to feelings of romance.
44 **Logical:** uses deductive reasoning.
45 **Illogical:** may not use reason to make decisions.
46 **Frivolous:** flighty, harebrained, rarely serious.
47 **Aloof:** distant from others, even cold.
48 **Atheistic:** denies existance of the supernatural.
49 **Extra trait:** roll twice more on this table

d4/d10 641C: Darkside Traits (roll d4 & d10)

10 **Pessimist:** always see the bad side of things.
11 **Egoist:** selfish concern for own welfare.
12 **Obstructive:** acts to block other's actions.
13 **Cruel (†):** coldhearted and hurtful.
14 **Careless:** incautious in thought and deed.
15 **Thoughtless:** rarely thinks of others' feelings.
16 **Flippant:** unable to be serious about anything.
17 **Drunkard:** constantly overindulges in alcohol.
18 **Suspicious:** trusts no one.
19 **Violent (†):** seeks physical conflict.
20 **Argumentative:** starts arguments and fights.
21 **Irreverent (†):** mocks religion and God.
22 **Cheat (†):** shortchanges others of their due.
23 **Hateful (†):** strongly dislikes others.
24 **Selfish:** unwilling to share time and possessions.
25 **Slovenly:** messy, nothing is ever put away.
26 **Filthy:** knows nothing of hygiene.
27 **Tardy:** always late.
28 **Self-doubting:** unsure of self and abilities.
29 **Cowardly:** afraid to face adversity.
30 **Disrespectful:** does not show respect.
31 **Angry:** spirit always unsettled, never at peace.
32 **Impatient:** unable to wait with calmness.
33 **Foolish:** unable to discern what is true or wise.
34 **Greedy:** hoards all for self.
35 **Dull:** a slow, uncreative mind.
36 **Vengeful:** revenge is the way to punish faults.
37 **Immoral:** lecherous, lawless, devoid of morals.
38 **Untrustworthy (†):** not worth trusting.
39 **Rude:** polite, courteous.
40 **Harsh:** ungentle, sharp-tongued.
41 **Unfriendly:** cold and distant.
42 **Egotistic:** proud and conceited.
43 **Lazy:** difficult to get motivated.
44 **Liar:** hardly ever tells the truth.
45 **Morose:** always gloomy and moody.
46 **Unenthusiastic:** can't get excited.
47 **Spendthrift:** spends money without thought.
48 **Tactless:** speaks before thinking.
49 **Extra trait:** roll twice more on this table

From Here — Return to the Table that sent you here . . .

642:

Exotic Personality Traits

Use only if directed here by another table

Use this table when the character assumes some truly unusual, often exotic, or even undesirable personality trait. The traits here might even be called personality afflictions. They run the gamut from simple fears to bizarre behavior. Folks with these traits are considered eccentric, odd or even bizarre.

Instructions: Roll a d20 and match the result on *Table 642A: Exotic Feature Categories.* This selects the general category of the exotic personality feature. To determine the specific feature, go to the table indicated by the selected category.

Record the feature in the PERSONALITY section of the worksheet and if the trait is also a Lightside, Darkside, or Neutral trait, mark the box that corresponds to the trait's alignment. Write any additional information in the EVENTS section.

Developing a Personality: Many events that occur in a character's life also cause his personality to develop. Personality traits shape the way he acts or responds later in life. Some of these traits are good or *Lightside* traits; others are considered bad or *Darkside* traits; and still others are *Neutral,* neither good nor bad.

Most features here are not aligned (that is, they are neither Darkside, Lightside, nor Neutral traits) and do not count toward determining alignment. Those that will affect the selection of the character's alignment are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event that sent you here. An **[L]** means a Lightside trait. A **[D]** means a Darkside trait and an **[N]** means a Neutral trait. When you get to *Table 312: Alignment & Attitude,* the instructions there will tell you what to do with the letters.

Trait Control: Use the chart below to gauge the amount of control the character has over the trait or vice versa. Select a trait strength from the left-hand column that best suits the character.

Trait Control Chart

Trivial	Feature is barely noticeable, even when actively affecting the character. Special circumstances may have to exist for the feature to come into play.
Weak	Feature is easily sublimated, overcome, or ignored, but is noticeable when actively affecting character.
Average	There is an uneasy balance. Feature is not active unless the character is caught off guard or is too fatigued to control himself.
Strong	Unless character consciously resists the feature, it manifests itself strongly.
Driving	Feature dominates the character's life — character finds it difficult to resist its compulsions.
Obsessive	Character cannot rest or find peace unless actively pursuing the desires, needs or compulsions of the feature.

Roleplay: A person with an exotic personality feature is decidedly different from other folk, regardless of whether the feature is readily apparent to others or not. Often, a person with such a trait may try to hide it from others. He may imagine that what he does or is, is normal and acceptable, or taken to the extreme, may not even be aware that he possesses such an odd personality feature.

Real Life: Note that the depiction of these personality traits, many of which are considered physical and mental illnesses or handicaps, is in no way intended to belittle those who must cope with them on a day to day basis in their own lives. Very few would choose to be as they are, but learning to deal with their problems often forges them into better representatives of humanity than those of us who are healthy and whole. People do not gain strength by overcoming small challenges.

642A: Exotic Feature Categories

Instructions: Roll a d20 and match the result against *Table 642A* below.

d20	642A: Exotic Feature Categories
01-03	**Mental Affliction** (Go to *Table 642B*)*
04-06	**Phobia** (Go to *Table 642C*)
07-10	**Allergy** (Go to *Table 642D*)
11-16	**Behavior Tag** (Go to *Table 642E*)
17-18	**Sexual Perversion** (Go to *Table 642F*)*
19-20	**Several Features** manifest themselves. Roll 1d3+1 times on this table.

* **Warning:** the author recommends that these features be played only by *adults* capable of roleplaying them in a *mature* manner. If roleplaying a character with a mental affliction or sexual perversion makes you uncomfortable, reroll the feature.

From Here — Return to the Table that sent you here . . .

642B: Mental Afflictions

Instructions: Roll a d20 and match the result against *Table 642B: Mental Afflictions.*

Roleplay: Many roleplay games lump these mental afflictions together as insanity. They are best defined as mental illnesses. The symptoms are *greatly* simplified here for game purposes. Many are treatable, even by today's medical practices — *if the person desires help.*

Real Life: The following are game descriptions—yet if you notice these symptoms in a friend (particularly depression or talk of suicide), confide in someone you trust: a parent, a counselor, a doctor, a minister, priest, or rabbi. Don't wait, *you* may be the only help your friend will ever have.

d20 642B: Mental Affliction (roll 2d10)

1 Catatonia. When overstimulated or over stressed, the character collapses into a fetal position completely and totally withdrawing from the world — deaf, unfeeling, unseeing.

2 Multiple personalities. The person literally becomes someone else. 1d3 additional personae may manifest themselves, usually to help the character deal with something his "normal" identity can't handle. Each individual personality should have one key personality trait that typifies it, possibly basing the entire personality around that trait. Select the trait on *Table 312A: Personality Trait Types.* Additionally, each personality has a 60% chance to have an Exotic Personality Feature.

3 Compulsive Lying [D]. The person cannot tell the simple truth, but must always reinterpret or expand upon it.

4 Paranoia [D]. This is a feeling of persecution, that *everyone* is out to get you, or is plotting against you. Extreme cases may imagine fantastic plots concocted by alien beings. May plot to strike back at his oppressors (i.e., at everyone).

5 Hallucinations. She sees unreal visions and distortions of reality. Each occurrence has a 10% chance of driving the character into temporary Catatonia (see entry #1 of this table).

6 Megalomania [D]. This is infantile delusions of personal omnipotence and grandeur (commonly found in petty tyrants, self-important bosses, and other egotists).

7 Severely Phobic. Character has an unreasoning, obsessive fear of something of the GM's choice.

8 Hypochondria [N]. This is an unhealthy concern for one's health. Person only has to hear of a new disease to imagine that he suffers or is even dying from it.

9 Manic-depressive [D]. Alternating, excitable hyperactivity and inability to cope with everyday pressures.

10 Quixotism. This deluded soul sees proof of the fantastic everywhere she looks. Even the most mundane thing becomes an example of the supernatural or faery. The character's visions are most likely hallucinatory... but then again, maybe they're not. **GM Only:** see entry #642A on *Table 965: GM's Specials.*

11 Panzaism. This character cannot see evidence of the fantastic or supernatural in any way shape or form. Even obvious examples are seen as things mundane. Such a character could easily be an atheist, too. **GM Only:** see entry #642B on *Table 965: GM's Specials.*

12 Depression. Beyond merely feeling a bit "down" or "blue," the afflicted person feels that all hope is gone. Unable to cope with their problems, or even ask for help, talking about or attempting suicide is how they communicate their unspoken cry for help. Reduce all skill Ranks to half when depressed.

d20 642B: Mental Affliction (roll 2d10)

13 Hysterical injury. Person believes he suffers the effects of a serious injury. Determine "injury" on *Table 859: Serious Wounds.*

14 Obsessive behavior. With a need to perform some action to the exclusion of everything else, the character cannot be comfortable, or in extreme cases, think rationally, until the obsession is resolved. The obsession can vary from something simple, like cleaning, to a need to expunge evil (or good) from the universe.

To select the object of the obsession, either make something up, or roll a d10 on the subtable below:

- 1 Devotion to a Lightside trait. Select on *Table 641A.*
- 2 Devotion to a Darkside trait. Select on *Table 641C.*
- 3 Character has an obsessive hatred. Roll a d3 to select the target of the hate [D]:
  - 1 Any nonhuman
  - 2 Machines
  - 3 Someone. Select type on *Table 743: Others.*
- 4 Character feels an obsessive need to destroy. [D].
- 5 Character feels an obsessive need to clean.
- 6 Character is obsessively superstitious.
- 7 Character feels an obsessive need to help others.
- 8 Character feels an obsessive need to collect particular objects (possibly even owning everything of that type). Roll a d4 to select the object on the subtable below:
  - 1 An item taken from *Table 853: Gifts & Legacies.*
  - 2 Gold (or maybe platinum, gemstones, etc.).
  - 3 Animals
  - 4 Beautiful things (including people).

15 Delusional Identity. Character believes self to be a famous personage, usually someone quite well known from history or current events. Actions are otherwise quite normal, if one accepts that the character is acting as someone else.

16 Kleptomania [D]. This is an obsessive impulse to steal, regardless of want or need.

17 Pyromania [D]. This is an obsessive impulse to set, and then watch fires.

18 Hebephrenia. Character remains semi-aware of surroundings, but ignoring others. He may wander aimlessly, giggling, muttering to self and sometimes acting in a childish manner. If sufficiently annoyed, the character may become violent, then subside into a catatonic state for a few hours.

19 Berserker Rage—Mindless Aggression [D]. Person is subject to fits of mindless aggression lasting 1d100 minutes.

20 Multiple Afflictions. Roll 1d3+1 more times on this table. Afflictions have a 60% chance to have some form of interrelationship: one intensifies another or causes it to occur, or is the object or target of the other. Example: A phobia reaction is so intense the character becomes catatonic.

Table 642 continues on the next page . . .

642C: Phobias

The phobias included here have been chosen for their appropriateness to contemporary roleplay gaming. The thing feared is listed first, then the phobia's name.

Instructions: Roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. Example: a d4 result of 4 and a d10 result of 0 are read as a 40. Match the number against Table *642C* to select the thing feared.

Roleplay: A phobia is something that the character is deeply afraid of, possibly for no known reason. The afflicted character will do what he can to avoid the thing feared. A person in power may try to have the source of his fear destroyed.

d4/d10 642C: Phobia (roll a d4 and a d10)

10 **Alone** (Monophobia)—fear of being alone.
11 **Animals** (Zoophobia)
12 **Blood** (Hematophobia)
13 **Cats** (Ailuroophobia)—especially house cats.
14 **Cold** (Psychrophobia or Frigophobia)
15 **Colors** (Chromophobia)—usually specific colors (select the color on *Table 855: Colors*).
16 **Computers** (Cyberphobia or Technophobia)
17 **Corpses** (Necrophobia)—may include undead.
18 **Darkness** (Achluophobia)
19 **Enclosed spaces** (Claustrophobia)
20 **Everything** (Pantophobia)
21 **Females** (Gynephobia)—usually found in males.
22 **Fire** (Pyrophobia)
23 **Flying** (Aerophobia)—also fear of the air.
24 **God** (Theophobia)—one God or all gods?!?!
25 **Hair** (Trichophobia)—hairy monsters/aliens, hair on people.
26 **Heights** (Acrophobia)
27 **Insects** (Entomophobia)—also buglike monsters/aliens.
28 **Machinery** (Mechanophobia)—also spaceships.
29 **Males** (Androphobia)—usually found in females.
30 **Monstrosities** (Teratophobia)—fear of monsters.
31 **Mutants** (Mutatophobia)
32 **Night** (Nyctophobia)
33 **Open spaces** (Agoraphobia)
34 **Physical Love** (Erotophobia)
35 **Pain** (Algophobia)
36 **Plants** (Botanophobia)—they're everywhere ....
37 **Poison** (Toxiphobia)
38 **Reptiles** (Batrachophobia) — possibly aliens & monsters.
39 **Sinning** (Peccatophobia) afraid of doing wrong.
40 **Slime** (Blennophobia)—slimy aliens & monsters too!
41 **Snakes** (Ophidophobia)
42 **Space**—fear of outer space and space travel.
43 **Spiders** (Arachnophobia)
44 **Storms** (Astraphobia) including thunder & lightning.
45 **Strangers** (Xenophobia) — including aliens!
46 **Water** (Hydrophobia)
47 **Wind** (Anemophobia)
48 **Wounds or Injuries** (Traumatophobia)
49 **More than one fear.** Reroll 1d3+1 times on this table.

642D: Allergies

Instructions: Roll a d10. Match the results against *Table 642D* below to select the allergy, then read the allergy rules that follow.

Allergy rules: After being exposed to the allergen (thing causing allergy), the character begins to react to the allergen and suffer from the allergy's effects. Roll a d10 to select the allergy's Trait Strength (this varies from the rules on page 82). The effects vary with the allergy's Trait Strength, but are classed as Mild (1-4), Serious (5-7), Severe (8-9), and Deadly (10).

A character with a below-average Constitution attribute adds 1d3 points to the allergy's initial Trait Strength. A character with an above-average Constitution attribute subtracts 1d3 points from the allergy's initial Trait Strength.

Allergy Treatments: Allergies can be treated and controlled with drugs. If character is taking allergy medicine, reduce level of Allergy Reaction by 1d4 levels.

Allergy Reaction Effects

Mild: Red, itchy eyes, sniffles. Minus 1 Rank to combat skills until 1d3 hours after exposure ends.
Serious: As above, plus asthmatic reaction (hard to get one's breath). Minus 3 Ranks to combat skills, minus 1d8 to Strength attribute.
Severe: As above, plus skin rash and high fever. Subtract 1d6+3 Ranks from all skills. Victim is *very* ill and cannot clear head to concentrate (especially on psychic abilities). 1d3 hit points are lost, if victim does not end exposure upon occurrence of symptoms.
Deadly: As above, but victim is unconscious. Medical attention will be necessary to revive the victim.

d10 642D: Allergies (roll a d10)

1 **Fur.** Additional symptom of constant sneezing.
2 **Dust.** Additional symptom of constant sneezing.
3 **Insect Bites/Stings.** Multiple bites or stings, increase the reaction level by one.
4-5 **Food.** Roll a d6. If the result is 1-3, it's a common, usually high protein food. Cheese, eggs, red meat and wheat flour are examples. If the result is 4-5, it's an unusual food like caviar, foreign cuisine, soybean soufflé, marshmallow and anchovy pizza, etc. If the result is 6, it's an exotic (or even alien) food. Use your imagination and consider what an alien might find yummy.
6 **Fabric.** Allergies to wool or other natural and even synthetic fabrics can be unpleasant to the wearer.
7 **A Common Medicine.** Maybe aspirin, antibiotics, stimulants, depressants, home-made chicken soup.
8 **An Unusual Medicine.** Could be experimental, ancient or even alien medications.
9 **Mold.** Includes mildew and possibly even damp dirt. Additional symptom of constant sneezing.
10 **Energy Radiation.** The character is sensitive to one of the following types of radiated energy. Roll a d6 and match the results on subtable below:

1	Nuclear Radiation	4	Laser Light
2	Solar Radiation	5	Electricity
3	Cosmic Rays	6	Magical Energy

Table 642 continues on the next page . . .

642E: Behavior Tags

A Behavior tag is an unusual, or uncommon type of action or activity which the character performs, usually out of habit. It is a personality trait by which the character becomes known, such as "an absent-minded professor," or "the cat lady."

Instructions: Roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. Example: a d4 result of 1 and a d10 result of 0 are read as 10. Match the number against *Table 642E* to select the unusual behavior.

Roleplay: These are colorful "trademarks" by which a character becomes known. Have fun with them.

d4/d10 642E: Behavior Tags (roll a d4 & a d10)

10 Secret Identity. Maintains two separate identities, switching as necessary to keep both "active." Create a second background. Decide which is real and which a charade. Come up with a good reason for this (often a requirement for the spandex suit and cape set).

11 Flirtatious. Most interchanges with members of the opposite sex involve some kind of "innocent" or playful sexual innuendo.

12 Chemical Addict [D]. Character's day-to-day existence centers around a chemical substance, such as tobacco, alcohol, narcotics, caffeine, chocolate, etc. Character becomes "ugly" and unpleasant if deprived of the substance for too long. All skills drop by 1 Rank until character gets a "fix."

13 Primps Constantly. Character is constantly and publicly combing or brushing hair, applying makeup, straightnening clothing or otherwise maintaining, correcting or improving his or her physical appearance.

15 Absentminded. The character misplaces things easily—the more important something is, the greater the chance it will be mislaid. Items that are set down, dropped or hidden have a 1d20% chance of being lost permanently.

16 Fumble-fingers. Regardless of her Dexterity attribute or skills, this character is often clumsy with things she holds in her hands. At the worst moments, they seem to slip or more likely, flip out of her hands. The base chance is 1d4 x 10%.

17 Collector. The character surrounds himself with things that appeal to him. These things may be valuable, historically important, attractive, or just plain unusual.

18 Romantic. Character yearns for idealized adventures and can't understand why the world has to be so harsh and real.

19 Distinctive Possession. Select an object on *Table 853: Gifts & Legacies,* for which the character is well known and from which he may not wish to be parted. Roll until you get something with which you are comfortable.

20 Ego Signature [N]. Character cannot do anything anonymously, but must leave some mark or item that links him with the act (An example is the 'Mark of Zorro'). This character has a 25% chance to be a Vandal [D] who leaves his mark by destroying or defacing property.

21 Hiccupping. Brought on by stress or eating, these range from mild "hics" to thunderous body shakers. At the GM's discretion, these diaphragm glitches can cause penalties to fighting and skill use checks.

22 Unusual Appearance. The character compensates for, or is self-conscious about some aspect of his or her appearance. Select the feature on *Table 861: Appearances.*

d4/d10 642E: Behavior Tags (continued ...)

23 Know-It-all [N]. Has an opinion or knows the "truth" about everything (but, of course, you already knew that). Actually has only a 10% chance to really know something.

24 Perfectionist. The character insists that all tasks be performed in accordance with her own *extremely* high standards.

25 Squeamish. Can't stand to be around little creepy-crawly things, or touch slimy stuff or watch other people bleed, or eat certain types of foods. Treat like a phobia. See *Table 642C: Phobias.*

26 Stuttering. Reduce Charisma attribute by 1d4 when talking. Penalize any speaking skills by 1d3 Ranks, more if the character is under pressure or nervous.

27 Sexy. Regardless of his or her appearance, members of the opposite sex are strongly attracted to the character.

28 Bloodthirsty [D]. Seems to enjoy combat just a little too much, particularly when blood is spilled.

29 An Attitude! Go to *Table 418: Occupation Performance* and roll a d20 and a d6 on *Table 418A: Work Attitudes.* This work-related attitude strongly influences all aspects of the character's behavior.

30 Dislike something. Go to *Table 642C: Phobias* and determine what the character doesn't like. This is not a fear, but is instead something the character does not care for. The strength of the trait determines the degree of dislike.

31 High Pain Threshold. She laughs off wounds that would normally incapcitate another character. Each time the chararacter receives a wound that would incapacitate her, she has a 60% chance to treat it as a non-incapacitating injury and to continue to function (the GM may have to make judgement calls as needed here).

32 Low Pain Threshold. ANY pain makes the effective value of all skills and attributes drop by 1d6 Ranks or points.

33 Insomniac. Character finds it almost impossible to sleep or get any rest ... at least during the night.

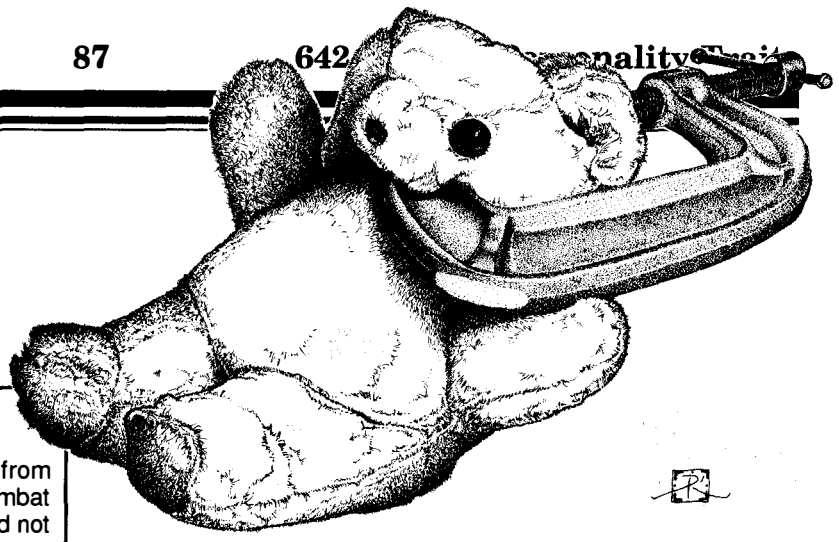
34 Fanatic. Strong belief in some idea and an equally strong devotion to its achievement, even to the point of death.

35 Picky Eater. Character won't try new foods, even to the point of going hungry rather than eat something disliked. Diet maybe limited to a few "comfort foods" enjoyed during childhood. When presented with any new food, the character has a d10 x 10% chance to dislike the food. This does not mean the character is thin. Comfort foods are often high in carbohydrates and fat!

36 Glutton. Character eats like there is no tomorrow, whether he is hungry or not. Eats at least twice as much as a normal being of his race. Has a 70% chance to be grossly overweight.

Continued ... ☞

Table 642 continues on the next page . . .



d4/d10 642E: Behavior Tags (continued ...)

37 Pacifist. Character will not fight. This ranges from vowing never to kill, never taking an offensive stance in combat (self-defense only), or even "turning the other cheek" and not defending oneself at all.

38 Gung Ho! This character has an aggressive, excited attitude that she applies to every task.

39 Pet Lover [L]. Has many pets. Usually brings one along. Always looking for something else to bring home. May focus on a type of animal, cats, dogs, giant amoebae, etc.

40 Political Activist [L]. Always involved in some kind of cause. Most support the masses against their overlords, but it may involve protecting something from destruction like "Save the Ice Caps" or "Equal Rights for Field Mice."

41 Practical Joker. Enjoys pulling off jokes at other's expense. He's a guy who hot-wires toilets, puts shoe-polish on the eyepieces of binoculars, and soaps the windows of your all-terrain vehicles. Whose side is he on anyway?

42 Neatnik [N]. This is an obsessively neat person. Personal effects are always clean, polished, sharp, well-organized, and neatly arranged. Dislikes mess and has a 10% chance to have a phobia regarding dirt.

43 Slob. Unconcerned about the appearance of her person or property. Tends to be disorganized where belongings are involved, takes longer to find things (though she may be a master of the "vertical piling" system in which items are located in a manner similar to geological sedimentation.

44 Packrat [N]. "Say, this looks like it might be useful!" is the battle-cry of this fellow who picks up everything, but never throws any of it away. On the other hand, he always has just the right thing for any situation ... if he can just find it.

45 Unique Physical Habit. An action which the character performs unconsciously. Select from the following, or create your own—winking, rapid blinking, licking or smacking lips, swallowing, rubbing part of face or body, waving hands while speaking, twisting hair, snapping or drumming fingers.

46 Figures of Speech [D]. Constantly fills her conversations and pronouncements with colorful phrases, often based on homey sayings, like "Dance 'til the cows come home," or "Thicker'n fleas on a dawg," or "We have wonderful old saying in my country ..."

47-49 Quite Eccentric. Roll 1d3+1 times for multiple Behavior Tags. Reroll conflicting Tags, such as Neatnik and Slob.

642F: Sexual Perversions [D]*

* Sexual Perversions are considered to be Darkside personality traits by most societies during much of the 20th century.

A Position Statement

Some forms of behavior are wrong, that's why they are called Darkside traits. Engaging in such behavior hurts oneself and others. Some forms of sexual behavior fall into the category of wrong behavior, for they are perversions of nature. While the people who perform such behavior may be otherwise "good," they can perform wrong actions, just as a driver of a car may sometimes speed, or a parent snap at a child in anger. Nevertheless, wrong behavior does not become right just because many misguided people engage in it.

Real World Stuff

Despite "popular" trends in culture and psychology, the authors of this book believe the following three statements to be true:

A. Any sexual relationship other than that between a husband and wife is wrong.

B. Perverse sexual desires are a form of learned and ingrained behavior and as such can be controlled, overcome and eventually replaced by healthy desires and behavior.

C. Using roleplay to vicariously experience wrong behavior is a bad idea.

While we are not called to be judges, it is our belief that those who chose to continue in perverse behavior will ultimately be held accountable for their actions. Those who seek to brainwash society into accepting such behavior as normal are only making the problem worse for themselves and others.

Gameplay Stuff

The goal for a character afflicted with a sexual perversion then, is the goal of a character afflicted with any Darkside trait—not to experience acting out wrong behavior, but instead, to overcome the wrong behavior through roleplay.

Perversions

Rather than dwell on the vast variety of possible perverse behaviors, the authors suggest that if a player or DM really feels the need to create an NPC or player character afflicted by a sexual perversion, he or she need only refer to recent news headlines for a selection of popular perversions. Select something appropriate for the character and his or her purpose in the game.

From Here — Return to the Table that sent you here . . .

743:

Others

Use only if directed here by another table

This is a general listing of types of "Other Persons" encountered, people and creatures who may act as friends or foes, antagonists or allies. Many tables in this book require an identity for a foe, a victim, an instigator or a chance encounter. This table provides that identity, acting as a sort of "central clearing house" for other lists of persons.

Instructions: Roll a d10 and match the result against *Table 743.* This is the general class person that has been encountered, although it may also be a specific person. Some entries will require additional rolls on another table. Roll Hi/Lo for the person's sex if necessary. Hi = female, Lo = male. Both GM and player may wish to add more details to some of these NPCs. To do so refer to the chapter on *NPCs* on page 11 and/or *Table 107: Parents & NPCs.*

Roleplay: Throughout life, the character will interact with other persons. Imagine the character's reaction to this person within the context of the event in which he or she appears. Imagine the other person's reaction to the character. Does the encounter have a good outcome, or are ill feelings generated?

d10 743: Others (roll a d10)

1 Friends and Family. These are persons with whom the character is familiar. Roll a d6 to select the encounter.

1. **A close friend.** Possibly a Companion (see *Table 750: Companions*). Let the GM decide who this will be.
2. **A relative.** Select on *Table 104D: Other Relations.*
3. **The character's lover.** Reroll if currently no lover or spouse.
4. **A coworker.** Someone who works with the character.
5. **A neighbor.** This is someone who lives nearby. The GM should decide who this will be.
6. **A mentor.** The wise person who guides the character.

2 Known Folks. These are persons who the character knows, though they may not be close friends. Roll a d6 to select the encounter.

1. **A rival.** Select Rival on *Table 751: Rivals.*
2. **A family friend.** Probably a friend of the character's parents.
3. **Employer.** Character's current employer (if any).
4. **A clergyman.** Select details regarding his religion *Table 533: Religion.*
5. **Old friend.** This is someone whom the character has not seen for a number of years.
6. **A fellow member.** Most folks are "belongers." They join clubs, churches or temples, secret societies and social groups. This person is a member of a group to which the character might also belong.

3 Unusual People. These are strangers, unknown to the character. Roll a d6 to select the encounter.

1. **A criminal.** Select type on *Table 862: Crimes.*
2. **A professional hero.** This person is well known as a hero.
3. **A retired villain.** Once a name to be feared, he now lives in retirement. Select details on *Table 752: Villains.*
4. **A retired hero.** This is someone who once was renowned for heroic deeds, possibly someone the character may have hero-worshipped as a child. Now, she lives a quiet life, her great deeds forgotten by all.
5. **A noble.** Select title on *Table 746: Nobles*. In the world of the 20th century, nobles will usually not be Americans. Use *Table 101: Character Origins* table to select a possible homeland for the noble.
6. **An outcast**. A street person, beggar, bum, hobo, hermit, leper, or prostitute.

d10 743: Others (continued...)

4 Weird Folk. These are *very* unusual Others. Roll a d6 on the subtable below to determine more details.

1. **A villain.** This is an active bad person. Select details about the villain on *Table 752: Villains.*
2. **A monster.** Select from *Table 748: Horrors.*
3. **An alien.** Select type on *Table 747: Aliens,* then roll again on this table.
4. **A deranged person.** This person has a strong mental affliction (Driving strength or greater). Select the affliction on *Table 642B: Mental Afflictions.*
5. **A time traveler.** This is a person (or persons) from another period of history, who is out of place now. Reroll on this table to select the type of person or person encountered. Roll Hi/Lo. Hi = from distant past. Lo = from last 200 years
6. **A robot**. This is an artificially constructed being. Use the sub-subtable for a brief classification.

1	A computer	5	A beast-like robot
2	A human-like android	6	Machine like robot
3	A biosynthetic creature	4	An alienoid robot

5 Kids. These are generic young people. Unless the character is also a young person at the time of the encounter, she may not know this other person. Roll a d4 to learn more.

1. **A teenager.** Someone between the ages of 14 and 19.
2. **A kid.** Someone between the ages of 8 and 13.
3. **A young child.** Someone between the ages of 3 and 8.
4. **A baby or toddler.** Child between the ages of birth and 2.

6 Just Folks. Roll a d6 to learn more about these people.

1. **Government worker.** Use *Table 416: Gov't Jobs.*
2. **Someone known by occupation.** Select occupation on *Table 413: Occupations.*
3. **A young family.** A mother, father and 1d3 young children.
4. **A large family.** Parents and 3d4 children of varying ages.
5. **An elderly person.** A person beyond their middle years.
6. **A couple.** This is a man and a woman together.

7 A foreign person. Reroll the encounter on this table. The resulting encounter is from another country or part of the world. Use *Table 101: Character Origins* to select the point of origin.

8-9 A group. Select the group on *Table 744: Other Groups.*

10 Several others together. Roll 1d3+1 more times on this table.

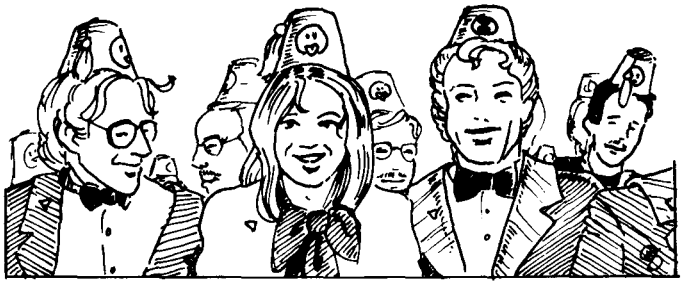
From Here — Return to the Table that sent you here . . .

744: Other Groups

Use only if directed here by another table

Rather than individuals, these are groups of Others. They are treated as a group, not as individual NPCs, so don't worry about their sex, age or personal details.

Instructions: Roll a d20 and match the result against *Table 744: Other Groups.*



d20 744: Other Groups (roll a d20)

1 **Popular music group.** They look funny and make loud music and are accompanied by fans 50% of the time.
2 **Refugees.** Victims of political persecution.
3 **Pilgrims.** Pious Folks on their way to a holy shrine. Might be devout fanatics, or little more than tourists.
4 **Tourists.** Visitors from afar, here to see the sights.
5 **Commuters.** Folks on their way to or from work.
6 **School children.** A group of kids.
7 **Rowdy sports fans.** Violence just looking for an excuse to happen.
8 **Terrorists.** Anything for the cause, no matter how heinous. Use *Table 101: Character Origins* for their homeland.
9 **Cultists.** Members of a secret religious organization.
10 **Roving youth gang.** Young toughs looking for trouble. These are not good kids.
11 **Vigilante gang.** Well-meaning citizens out looking for troublemakers.
12 **Military patrol.** Soldiers on the job.
13 **Revelers.** Partying folks out for a good time.
14 **Government work crew.** Expect to find about three supervisors for each worker.
15 **Biker gang.** Tough folk on big machines.
16 **Gypsy-like wanderers.** Mysterious. They come and go in the night.
17 **Protesters.** Something's wrong with society and they want everyone to know it.
18 **Rioters.** These are protesters turned ugly and violent.
19 **Police patrol.** Out and about to keep the peace.
20 **Roll twice more.** Combine the results.

745: Guardians

Use only if directed here by another table

When a child's parents die or disappear, someone must be come responsible for her upbringing. This person, persons, creature, creatures or family become the character's guardians. In many respects they take over the functions of parents.

Instructions: Roll a d20 and match the result against the table to find the character's guardian. When an event calls for something to happen to a parent, it happens to the guardian. If the player so desires, the guardian's background can be developed further. Refer to *Table 107: Parents & NPCs* for details.

Roleplay: The loss of one's parents is a tragedy that affects the rest of a character's life. However, the role of the parent may be replaced (to some extent) by others who either willingly or unwillingly take up the responsibility of raising the character to adulthood. A guardian might merely provide for the character's physical needs, or become a loving replacement for lost parents.

d20 745: Guardians (Roll a d20)

1-4 A relative. Select the relative on *Table 104D: Other Relations* (rerolling results of mother or father).
5-6 Character is raised in an orphanage with dozens, even hundreds of other children.
7-9 Character is raised by some Other person(s). Select the guardian on *Table 743: Others.*
10-11 Character is adopted by another family. Beginning with *Table 104: Birth & Family,* create this family just as you would for the character's birth family.
12 Raised by priests or nuns in a monastery or convent. Go to *Table 533: Religion* to determine 1d3 events that occur because of this background.
13 Character has no guardian and fends for himself completely. Add 1d6 Ranks to Urban Survival skills.
14 Character is raised by street people. Add 1d4 Ranks to Urban Survival skills. Drop Social Status to Destitute.
15 Character is raised by a criminal. Select the criminal type on *Table 862 Crimes* then go to *Table 526: Underworld Events,* to find criminal events that occur.
16 Character is passed from relative to relative until reaching the age of majority.
17 Character is raised by a professional hero who saves her from a tragedy. Select tragedy on *Table 520: Tragedies.*
18 Character is raised in a clinic by scientists. **GM Only:** see entry #745 on *Table 965: GM's Specials.*
19 Character is raised in a secretive adademy and gains 3 bonus points that may be distributed between Constitution, Strength and Dexterity attributes.
20 Roll twice more on this table and combine the two guardian types together in an imaginative way.

From Here — Return to the Table that sent you here . . .

746:

Nobles

Use only if directed here by another table

Though Nobility has lost much of its value and meaning as the years of 20th century have marched onward, there is still this wonderfully romantic imagery conjured by the possibility of being of Noble blood (or at least marrying into it).

Instructions: Roll a d100 to determine the title possessed by a Noble and match the result against *Table 746A: Noble Notes*. Follow the steps below to define the Noble's power and influence. For a Noble whose Culture has not been previously determined, select the Tech Level on *Table 102A* and the Culture on *Table 102B*. If the character's sex has not been determined, roll for Hi/Lo. Hi = female. Lo = male.

Title: The titles for Nobles are given in terms of western European and British peerage, along with a number of tribal-type leadership titles. For other countries, use the title that most closely corresponds to the selected rank of Nobility. They are listed (top to bottom) in a rough hierarchy of who is more important than whom. If the Noble is an alien or if the GM's world history is based on some other form of society, he is going to have to convert these titles to ones that correspond with his chosen milieu.

TiMod: Each title has an associated *Title Modifier (TiMod)*, a number that is added to the character's die roll (and *CuMod*) when Social Status is rerolled (see below). Some *TiMods* are created by rolling dice.

Influence: Roll a d100 and add the NPC Noble's *TiMod* to the result. Match the total against *Table 746B: Sphere of Influence* to determine the actual extent of a Noble's influence and power.

Lands: Roll the indicated dice. This is the number of square miles of land possessed by the Noble or at least deeded to him by his liege lord (usually in the form of personal estates).

Player Characters: For player characters who are the offspring of Nobles, the final step is to return to *Table 103: Social Status* and reroll Social Status, adding both the character's *TiMod* (see above) and *CuMod* to the roll.

Roleplay: Nobles exist and live by the works of others, having social value only when they coordinate, represent and protect those who do work. The justification of Nobility is based on the *assumption* that the accident of birth makes some people more fit to lead others. The continuance of Nobility is based upon the *facts* that "them what has, gets more" and "might makes right."

Gameplay Benefits: Unless it has already been determined that a character's parents have died, a player character of Noble Social Status will begin as the child of an NPC Noble and will have no actual title himself.

Due to their assumed importance to the scheme of things, characters of Noble birth may add 1d4 points to their Charisma attribute so long as it is publicly known that they are a Noble.

An NPC Noble will have guards or other retainers with him at all times. The number will be equal to the the character's *TiMod*. At the GM's discretion, a Noble player character may be able to command loyal retainers to follow him. A Noble will have 1d4 hobbies in addition to an occupation. Select these hobbies on *Table 419: Hobbies*.

GMing Note: Players character Nobles who insist on being public figures should find themselves subjected to unwanted attention much the same as a celebrity or popular political figure might encounter.

d100 746A: Noble Notes (roll a d100)

01	**Emperor** (Empress): Rules over kings and princes. *TiMod:* 10d10. *Lands:* 1d20x10.
02-05	**King** (Queen): Ruler who is the supreme authority in his land. A king normally owes fealty to no other. *TiMod:* 7d10. *Lands:* 1d10x10.
06-10	**Archduke** (Archduchess): Royal duke, possibly next in line for the throne, always a sibling of a king or queen. *TiMod:* +4d10. *Lands:* 1d10x5.
11-15	**Prince** (Princess): Child of a king or an emperor. Also may be the ruler of a Principality in which case he is equal to a king. *TiMod:* +4d10. *Lands:* 1d20x5.
16-20	**Duke** (Duchess): Rules over one or more marquises. *TiMod:* +4d8. *Lands:* 1d10x5.
21-30	**Marquis** (Marquese): Rules over one or more viscounts. *TiMod:* +3d10. *Lands:* 1d20+12.
31-40	**Viscount** (Viscountess): Rules over one or more counts. *TiMod:* +3d8. *Lands:* 1d20+10.
41-45	**Chieftain:** Tribal leader, usually leads a single tribe. *TiMod:* +3d6. *Lands:* 2d6+8.
46-55	**Count or Earl** (Countess): Rules over barons. *TiMod:* +2d8. *Lands:* 2d10+4.
56-70	**Baron** (Baroness): Rules a barony, smallest sized fiefdom. *TiMod:* +1d20. *Lands:* 1d10+4.
71-80	**Baronet** (Baroness): Below a baron, given to commoners. *TiMod:* +2d8. *Lands:* 1d10.
81-85	**Subchieftain**: A tribal chieftain's lieutenant. *TiMod:* +2d6. *Lands:* 1d8.
86-90	**Knight** ("Sir" or "Lady"): An earned title which cannot be inherited. Usually granted by a king or queen. *TiMod:* +2d6. *Lands:* 1d4.
91-95	**Squire**: A country gentleman of considerable local influence, not really Nobility though. *TiMod:* +1d6. *Lands:* 1d10+4.
96-00	**Hetman** (Hetwoman): A village leader. *TiMod:* +1d6. *Lands:* 1d4.

1d100 746B: Sphere of Influence

01-70	**Local:** influence limited to a county, shire, or town, either by control or renown (fame).
71-95	**Regional:** influence affects a limited, but substantial portion of the country.
96-110	**National:** influences affects entire country, either by control or renown (fame).
110+	**Greatly Renowned!:** influence is greater than title would indicate, due to character's great fame. Chances are that people around the world know of this character.

From Here — Return to the Table that sent you here . . .

747:

Aliens

Use only if directed here by another table

This is a selection of typical aliens or wildly mutated races that might appear in a more unusual roleplay game.

Instructions: Roll a d20 and compare the results against *Table 747A: Alien Types.* Next, roll a d20 on *Table 747B: Custom Parts* to make the alien a little more unique and personalized.

Roleplay: Aliens are nonhumans, and nonhumans are just that, not human. Like humans, they have their own motivations, but these will be colored and skewed by their exotic lives and their physical differences. Imagine how one of these beings would react when encountering the character. Would their backgrounds cause them to be instant friends, rivals, or even enemies, or merely be suspicious of each other? Consider these things and what follows before playing an alien or mutant like just another human.

- Aliens should have a unique value structure. What a human considers trivial may be of great importance to an alien.
- Aliens find the appearance of humanity just as hideous as humans find them to be.
- Most races, human and alien alike, tend to be ethno-centric. They favor dealings with their own kind above dealings with others. The more physically or culturally different that a race is from another, the greater will be the initial distrust.
- Make human-like races just as alien and unfathomable as you might make a race of three-legged, silicon-based toadstools.
- Have fun with aliens attempting to use human speech. Spice up dialog by creatively muddling phrasing in alien speech: "So to be star-travelling you are, eh." Do the same with accents. Some aliens won't speak with a radio announcer's perfect diction. Buzz, click, chirp and hum to your heart's delight.

d20 747A: Alien Types (roll a d20)

1	**Human-appearing.** Looks like a standard issue human being, yet he or she is somehow different.
2-3	**Human-like.** These beings so closely resemble humankind that only a few characteristic features set them apart, such as pointed ears or an exotic skin color. Typical of aliens from games based on TV shows.
4	**Near Human.** This creature is much like a human, but has subtle features from another type of alien. Select the type of alien by rerolling on this table.
5	**Intelligent Animal Species.** Use *Table 749: Unusual Pets* to create a creature. Make it sentient.
6	**Amoeboid.** Amorphous, malleable shape.
7	**Bestial.** A "humanized" version of a common animal. Use *Table 749: Unusual Pets* to create a creature. This creature is now a humanoid, animal-like alien species.
8	**Aerial.** Flyers, often with bird-like or bat-like wings.
9	**Amphibian.** Dwell in water or air equally well.
10	**A Horror.** It really looks like something out of a late night movie. Select the alien type on *Table 748: Horrors.*
11	**Insectoid.** Closely resemble bugs or spiders.
12	**Radially symmetrical.** A starfish is an example of a radially symmetrical being.
13	**Multipedal.** Has many feet and possibly a corresponding number of manipulative limbs.
14	**Piscean.** Fishlike beings. May or may not be restricted to water-filled environments.
15	**Reptilian.** Reptile-like beings, usually with scales and often with tails. Includes snake-like beings.
16	**Young Alien.** Alien is a child. Reroll its species on this table.
18	**Botanic.** Plant-like beings, including molds & fungi.
19	**Non-organic.** This is a broad classification that includes, mineral-based life forms, energy-based beings and even robots.
20	**Combined alien.** Roll twice more on this table and combine the results. Example: multipedal reptilian.

d20 747B: Custom Parts (roll a d20)

1-2	Reroll 1d4 more times on this table.
3	Alien can appear human if it desires to do so.
4	Alien is a striking and unusual color. Select it on *Table 855: Colors.*
5	Alien's reproductive/sexual morés are different from human normal. What humans consider a perversion, they see as normal and vice versa.
6	Alien eats bipedal, sentient mammals.
7	Alien has 1d4 abilities from *Table 860: Psychic Powers.*
8	Alien has 1d4 abilities from *Table 858: Exotic Features.*
9	Alien has 1d4 "alienized" features from *Table 861: Appearances.*
10	Alien is 1d10x larger than a human being.
11	Alien is 1d10x smaller than a human being.
12	The alien requires a different atmospheric mix than a human. Roll a d6. On result of 6, this atmosphere is deadly poisonous to Earth life forms.
13	Alien's Tech Level is 1d4 levels above Earth's highestl.
14	Alien's native technology is 1d10 levels lower than current earth level.
15	Alien's body fluids are highly corrosive.
16	Alien is a villain among its own kind. Select relevant details on *Table 752: Villains* (begin with *752B*).
17	Alien is mindless, not sentient as we understand it.
18	Alien is a mundane sort of creature with a mundane sort of job. Select it on *Table 413: Occupations.*
19	Alien can interbreed with humans (usually human females). Roll 1d6. On a result of 6, the alien uses other life forms as hosts for its larvae.
20	The alien's 12d+1 sexes are RADICALLY different from each other. Decide whether the type of creature first selected is the "fertilizer" or the "nurturer" or "other," and reroll the other racial type as if it were a completely different being.

From Here — Return to the Table that sent you here . . .

748:
Horrors

Use only if directed here by another table

These are the creatures out of nightmare. They are rarely benevolent and often hold only ill for humankind.

Instructions: Roll a d20 and match the result against the table of monsters below.

Roleplay: Imagine how your character would react to meeting this horror. Think about the way you may have felt or reacted to something unknown that frightened you.

d20 748: Monster Type (roll a d20)

1 Vampire. A blood or energy sucking fiend. Nevertheless, of all the monsters here, it has the greatest chance to be urbane, charming and resistant to its own base desires.

2 Werewolf. Cursed by the bite of another werewolf, this creature prowls in search of prey on moonlit nights and agonizes over his sorry existence by day.

3 Zombie. This animated corpse walks at the bidding of some dark master. It might be a dumb, mindless creature or one of the fiendish *hungry dead* who prey on living flesh.

4 Ghoul. A vile eater of the dead, once a human being, now decidedly not.

5 Ghost. The wretched soul of someone whose tie to life, and possibly a place is too great for them to let mere death get in the way.

6 Tentacled Horror. There *are* things that men are not meant to know. These creatures are often guardians of such knowledge and drip with noisome slime.

7 Demon/Evil Spirit. The true war against evil is not fought against flesh and blood, but against beings such as this, one of the powers or principalities from Hell itself.

8 Gelatinous Blob. Maybe it came from outer space. Maybe it escaped from some scientist's lab. Regardless, you can bet it will be at least three times as big as any vehicle the character can find — and it's growing!

9 Mummy. Many ancient cultures mummified their dead, but the Egyptians were the avowed masters of the art. Possibly the creature has come back to avenge the desecration of his tomb.

10 Reanimated Corpse. Frankenstein's monster is the classic example of this horror. It might be one corpse brought back to full life, or pieces of many.

11 Nasty Goblin. This mean-spirited little fiend from fairy tale might live unseen in any home, though it generally prefers older homes that have character. It often plays little pranks, but can become quite mean and vicious. This also includes things like the bogeyman, gremlins, evil fairies and terrible little men.

12 Skeletal Horror. Little remains of this creature but bones, a few bits of rotted or dried flesh and some motivation for coming back from the grave.

d20 Monster Type (continued ...)

13 Terrible Plant. Whether it came from space, from a scientist's laboratory or is supernatural in nature, this fiendish vegetation is often bent on world domination. Roll a d6 on the subtable below.

1 Carnivorous Plant	4 Sentient Fungus
2 Animated Vegetables	5 Evil Tree
3 Creeping Vines	6 Deadly Flower

14 Flying Horror. This could be a bat-winged monster, an ancient dinosaur, or a giant carnivorous bird. It rarely leaves tracks, because it swoops down from above to carry its victim away.

15 Machine Menace. The creation of a well-meaning (usually) scientist or inventor, this thing has gone amok and set its own goals. Roll a d6 on the subtable below.

1 Sentient computer	4 Alien machine
2 Giant robot	5 Home-built robot
3 Human-like android	6 Golem (magical being)

16 The Horde. Hundreds, even thousands (millions?) of small, otherwise (relatively) harmless creatures suddenly act as if they had a single, deranged and evil mind. Roll a d8.

1 Mice	6 Bats
2 Cats	7 Insects
3 Dogs	8 Fish
4 Birds	9 Spiders
5 Rats	10 Frogs and Toads

17 Alien Fiend. Select this creature on *Table 747: Aliens*. This creature looks horrible and inspires terror in all who see it.

18 Deceptively Beautiful Alien. Select this creature on *Table 747: Aliens*. Despite its weird appearance, this creature has an unearthly beauty to it.

19 Giant Animal. Select this creature on *Table 749: Unusual Pets*. Weird science has turned this ordinary animal into a fearsome monster of immense proportions.

20 Reroll again on this table. Several of these creatures are working together.

From Here — Return to the Table that sent you here . . .

749:

Unusual Pets

Use only if directed here by another table

If this table is being consulted, then at some point in his life, the character has obtained an unusual pet. These pets have above average intelligence for an animal. Unless specified otherwise, the pet its more common brethren in size and appearance. Most such pets will be unusually long-lived.

Instructions: Roll a d100 once for the type of pet on *Table 749A* below. Then go to *Table 749B: Special Pet Abilities* for the pet's powers or skills.

Roleplay: The pet is the character's constant companion and would probably rather die than be separated from its master. To roleplay the pet, think of that special pet you may have once had, the one that followed you everywhere.

749A: Special Pet Types (roll a d100)

d100	Pet	d100	Pet (continued ...)
01-15	Standard dog	77	Dolphin (or small whale)
16-30	Standard cat	78	Big spider or insect
31-37	Cute Rodent	79-80	Barnyard animal
38-50	Horse	81-82	Tropical/talking bird
51-52	Lizard/reptile	83	Kangaroo/wallaby
53-54	Raccoon	84-85	Wolf
55-56	Snake	86-87	Wild cat (ocelot, bobcat, lynx)
57-58	Ferret	88-90	Distinctive horse
59	Hawk	91	Exotic animal (like an elephant)
60	Tiger	92-93	Turtle
61-62	Cougar	94-95	Songbird
63-70	Big dog	96	Lion
71	mongoose	97	otter
72	Owl	98	Extinct animal
73-75	Monkey	99	Dinosaur
76	Camel	100	Prehistoric mammal

749C: Animal Transportation

Instructions: Roll a d6, and on a result of "4-5," the standard animal is included. On a result of "6," a non-standard, but feasible, animal is included. What is "standard" will be relevant to the character's particular culture.

d20 749C: Transportation (roll a d20)

1-5	Riding animal only	16-17	Covered wagon
6	Little red wagon	18	Dogsled
7-9	Cart	19	Chariot
10-12	Carriage	20	Trolley (needs a track)
13-15	Buckboard wagon		

749B: Special Pet Abilities

Instructions: First, roll a d10. On a roll of 2 or less, the pet has special ability "1-3" (personality), but no other abilities. On a result of 3-6 the pet has 1d3 special abilities. On a roll of 7 or greater, the pet's 1d3 special abilities are unknown to the character. The GM should roll and record these special attributes. For each ability, roll a d20 once on *Table 749B*. Reroll all duplicated abilities. The GM will need to determine how these abilities work within the game.

d20 749B: Special Abilities (roll a d20)

1-3 Pet exhibits a definite personality — roll three times on *Table 312A: Personality Trait Types*, re-rolling any results of "50" or less.

4-6 Very Intelligent — better than average human sentience. There is a 60% chance of it being able to "speak" a decipherable animal language, or human language if the animal could normally mimic human speech.

7-8 Pet is quick at learning new skills and commands, and takes one-third the normal time to teach. Knows more commands than similar animals.

9 Pet is unusually colored (go to *Table 855: Colors*).

10 Pet is remarkably fearless, and never panics. The pet will attempt to defend its master from anything, unless the master commands otherwise.

11 Pet has camouflage ability, and tends to blend in with the background. This is a Rank 3 bonus to the animal's natural skills for the purposes of detection, sneaking, and surprise attacking.

12 Pet heals at three times the normal rate.

13 Pet can detect three times farther and more accurately than others of its race.

14 Pet has unusual size. Roll a d6 for Hi/Lo. Hi = pet is unusually large for its species (even gigantic). Lo = pet is unusually small, a miniature animal.

15 Pet's life energy is two times the standard for the race. The pet will take 2x the damage and take 2x as long for the "soul" to leave.

16 Pet is a blessed with a lucky life. Pet will escape from death-dealing situations nine times before one finally catches up with it.

17 Pet can increase its strength 1d10 times its normal value, once each day for 1d6 hours.

18 Pet's saliva is a deadly poison (potency equals 1d6 x pet's Constitution) which can be spit, or bite injected.

19 Pet is more than unusual — it's weird. Roll a d6 on the subtable below for details:

- **1** Pet has been altered. Portions of the animal have been replaced with bio-mechanical "bionic" parts. Roll a d4 to determine the number of artificial parts, then use table *857: Body Locations* to find out which ones.
- **2** Pet has 1d3 items from *Table 858: Exotic Features*. Adapt to fit, but reroll results that cannot be made to work.
- **3** Pet is really an assumed guise for an alien being from *Table 747: Aliens*.
- **4** Pet is really an assumed guise for something horrible from *Table 748: Horrors*.
- **5** Pet has an ability from *Table 860: Psychic Powers*.
- **6** Pet is really weird! Roll twice more here. Reroll duplicates.

20 Reroll 1d3 more times on this table. A duplicate roll doubles the effectiveness of a duplicated feature. A pet will not have more than four special abilities.

From Here — Return to the Table that sent you here . . .

750:
Companions

Use only if directed here by another table

Here is the hero's companion, her trusted right-hand man, the faithful sidekick who has joined the character in adventure. The Companion may be a bumbler, a whiner, a bit of comic relief, or a serious hero with his own destiny to fulfil. Possibly the character may be merely the Companion's faithful sidekick?

Instructions: To develop a picture of the character's Companion, questions must be answered. Who is the Companion? Why has she joined up with the character? What are the Companion's feelings toward the character? What is the Companion's predominant personality? Start with *Table 750A* and follow directions. Record information as you go.

Roleplay: The Companion is an NPC who can either be controlled by the GM or by the player. She should not be just "cannon fodder." Give the Companion personal goals that he can work out during adventuring. It may be that once those goals are accomplished the Companion parts company with the character to seek his or her own ultimate destiny.

750A: Who is the Companion?

Instructions: Roll a d10 and match the result against the table *750A* below to select the character's Companion. Select Companion's Culture on *Table 102* and his Social Status on *Table 103.* From Here: go to *Table 750B: Why a Companion?*

Gender Note: If the gender of the Companion is not preselected, then roll a d6. A result of 1-4 is same sex as the character. A result of 5-6 means the Companion is of the opposite sex.

1d10 750A: Who? (roll a d10)

1 A childhood friend.
2 A Relative. Select on *Table 104D: Other Relations.*
3 An alien. Select on *Table 747: Aliens.*
4 Some other person. Select on *Table 743: Others.*
5 A group member. Select on *Table 744: Other Groups.*
6 A kid. Roll a d6. Add the result to 6 to find kid's age.
7 Sibling (roll a d6 for Hi/Lo: Hi = older, Lo = younger).
8 A professional adventurer or hero. If the Companion is relatively more powerful than the character, assume that the character is *his* Companion.
9 Former enemy or rival. Select on *Table 751: Rivals.*
10 **GM ONLY:** See Entry #750A on *Table 965: GM's Specials.*

Table 750B: Why a Companion?

Instructions: Roll a d10 and match the result against the table below to select why the Companionship exists. From Here: Go to *Table 750C: What Kind of Person?*

1d10 750B: Why? (roll a d10)

1 Character saves her life.
2 They seek a similar goal (30% chance to be friendly rivals in this regard — see *Table 751C: Rivals*).
3 Their parents were Companions in adventure.
4 They share the same enemy (create a Villain on *Table 752: Villains*).
5 They happened to be in the same place and in trouble at the same time.
6 The Companion imagines the character to be a real hero and wishes to learn from him.
7 The Companion's original intent was to steal from the character.
8 The Companion feels a need to protect the character.
9 Mysterious voices and feelings told the Companion to seek out the character and join her.
10 **GM ONLY:** See Entry #750B/751 on *Table 965: GM Specials.*

Table 750C: What kind of Person?

Instructions: Roll a d10 and match the result against the table below to learn the Companion's outlook on life. From Here: Give the Companion a name, develop him as an NPC on *Table 107: Parents & NPCs,* and round out his background.

1d10 750C: What? (roll a d10)

1-3 **Loyal Friend:** Companion might lay down her life for the character. Will support the character in all he does.

4-5 **Bumbling Buddy:** A buffoon who tries to be a hero, and inadvertently succeeds more often than he fails. Give him comical quirks. Intensely loyal to the character, but little help in a fight. May have an inferiority complex.

6 **Grim Ally:** Doesn't talk much. Does what must be done to the best of her ability. Dislikes frivolity, especially in the face of danger. Quite sure of herself at all times.

7 **Gung-ho Joe:** Enthusiasm is not his middle name, it's his *first.* Always ready for adventure, willing to leap into the fray and face unbeatable odds.

8 **Groaning Griper:** She may follow the character to Hell and back, but she doesn't have to like it and lets every-one know about it. May be a wise-cracking "smart mouth."

9 **Good ol' Boy:** A down-to-earth type who enjoys simple pleasures like hot food, cold drinks, good company, tall tales, and fast action. Loves a good knock-down fight.

10 **Incurable Romantic:** Imagines himself to always be questing after some greater goal. Always attempts noble and chivalrous deeds. Always quoting somebody, usually obscure

From Here — Return to the Table that sent you here . . .

751:

Rivals

Use only if directed here by another table

Not everyone encountered during life is going to be the character's pal. There are those who will covet what the character has, who are jealous of what the character is, and who seek the same goals that the character seeks. These people become competitive rivals, unfriendly foes, or even deadly enemies.

Instructions: To gain a picture of the character's Rival, questions must be answered. Who is the Rival? Why is she an opponent? What are the Rival's feelings toward the character? What does the Rival seek to accomplish? Start with *Table 751A* and follow directions. Record information as you go.

Roleplay: The Rival is essentially a plot element for the GM to use, an opportunity to create a continuing bad guy to foil the character's activities. To develop the character's attitudes toward this foe, think about how you felt when you discovered someone didn't like you, especially if you liked that person in return.

Optional Rule: Each time the character has an encounter with the rival that ends with the Rival's own plans being thwarted, roll a d10 on *Table 751C*. If the result is the same as or higher than the Rival's current level of feelings, that level increases by one. Thus a *jealous* relationship would become an *intense* hatred.

751A: Who is the Rival?

Instructions: Roll a d10 and match against the table below to select who is the character's rival. The Rival is usually of the same Social Status as the character. Roll a d6. On a result of 1-4, the Social Status is the same. On result of 5-6, find the Rival's Social Status on *Table 103: Social Status*. From Here: Go to *Table 751B: Why an Opponent?*

Gender Note: If gender of the rival is not predetermined, then roll a d6. If the result is 1-4 the Rival is the same sex as the character. If the result is 5-6, the Rival is of the opposite sex.

1d10 751A: Who? (roll a d10)

1 A former lover (if character is a child, reroll).
2 A relative. Select on *Table 104D: Other Relations*.
3 A villain. Select on *Table 752: Villains*.
4 Some other person. Select on *Table 743: Others*.
5 A former friend.
6 An enemy of the family.
7 A sibling (roll a d6 for Hi-Lo: Hi = older, Lo = younger).
8 A professional rival, with the same occupation.
9 A friend (rivalry other than "friendly" is kept secret).
10 Reroll. The resulting person has risen to become a station where he or she wields real physical, political, social or religious power.

Table 751B: Why an Opponent?

Instructions: Roll a d10 and match the results against the table below to select why the rivalry exists. From Here: Go to *Table 751C: What Feelings?*

1d10 751B: Why? (roll a d10)

1 They love the same person.
2 They are sporting event rivals.
3 Their parents were rivals.
4 Rival is jealous of the character's looks.
5 An insult was perceived by one or the other.
6 They seek the same goal.
7 Rival is jealous of the character's possessions.
8 Always trying to outdo each other in everything.
9 Their distant ancestor's were rivals.
10 **GM ONLY**: See Entry #750B/751 on *Table 965: GM Specials*.

Table 751C: What Feelings?

Instructions: Roll a d10 and match the result against the table below to learn the Rival's level of antagonism towards the character. If you wish, roll a d8 for the character's feelings towards the rival. **Optional:** From Here: If desired, give the Rival a name, and develop her as an NPC on *Table 107: Parents & NPCs*. Set her up as a foil to the character's plans.

1d10 751C: What? (roll a d10)

1-3 **Friendly:** Rival and character can still be friends. Rival enjoys competing against the character. Rival may even remain a good friend.

4-5 **Jealous:** Rival dislikes the character, and takes secret pleasure in embarrassing, thwarting or beating him. Physical injury is usually not intended, but if it happens, it happens. Rival may be appear to be a friend or ally.

6-7 **Intense:** Rival hates the character, and goes out of his way to foil him. Secretly hopes for the chance to injure the character in some way (physically, emotionally, financially, socially, etc.)

8 **Fierce:** Rival hates character bitterly. This is an unhealable grudge. This rivalry often clouds judgement and could lead to no-holds-barred conflict. The rival maximizes all opportunities to thwart the character, hoping to cause injury in so doing.

9 **Deadly:** This is a potentially fatal hatred. Severely Injuring the character in any way is the rival's goal. He plots and plans the character's downfall as a part of his own path to success. Given the chance, the rival will kill the character.

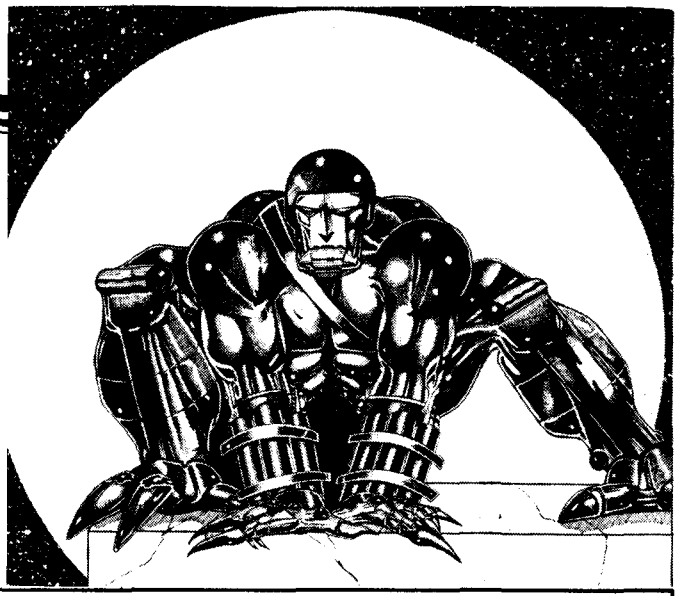
10 **Obsessive:** The rival's entire life focuses on the character and his ultimate destruction. No risk to self or others is too great in the rival's quest to utterly destroy the character. In this competition, there can be only one survivor. See Obsession under *Table 642B: Exotic Personality Traits: Mental Afflictions*.

From Here — Return to the Table that sent you here . . .

752:

Villains

Use only if directed here by another table



Every hero needs a nemesis or maybe even two! Every campaign needs an evil mover and shaker, one whose sheer vileness requires the actions of men and women, good and true to overcome. Come on! These are more than just petty rivals. Let's make us some bad guys!

Instructions: To create a villain, answer these questions byfollowing directions or rolling the indicated die for each subtable that follows. Record information as you go:

752A: Who is the Villain? 752B: What are the Villain's goals? 752C: What is the Villain's Alignment? 752D: What is the Villain's scope of operation? 752E: What are the Villain's nasty habits?

Finally, go to *Table 107: Parents & NPCs* and follow directions to give the Villain more personality.

Gender Note: If the gender of the Villain is not predetermined, then roll Hi/Lo. Hi = male. Lo = female.

Roleplay: Villains are not petty criminals. They are powerful people who seek more of the same. They have lofty, dangerous, even insane goals. They work in extremes. They do not just murder someone, they annihilate towns and cities. They do not rob banks, they bankrupt entire governments. They do not extort money from shopkeepers, they dominate cites. And worst of all, they usually think that they are doing the world a favor!

1d10 752A: Who? (roll a d10)

1-6	Some other person. Select on *Table 743: Others.*
7	A childhood friend.
8	A relative. Select on *Table 104D: Other Relations.*
9	A sibling (roll a d6 for Hi/Lo: Hi = older, Lo = younger).
10	A rival. Select details on *Table 751: Rivals.*

d10 752B: What Goals? (roll a d10)

1	Obtain immeasurable wealth.
2	Achieve absolute knowledge.
3	Obtain absolute power.
4	Obtain some item from *Table 853: Gifts & Legacies.*
5	Expand area of domination.
6	Destroy everything.
7	Humiliate/Punish others for imagined wrongs
8	Right some imagined wrong.
9	Convert others to own point of view. Roll a d4.
	1 Religious
	2 Philosophical
	3 Legal
	4 Scientific
10	Roll twice more on this table and combine the results.

From Here: Go to 752C

1d10 752C: What Alignment?* (roll a d10)

* For alignment details, see *Table 312: Alignment & Attitude.*

1-6	Total Darkside. Roll a d6 to select attitude.
	1-2 Depraved
	3-4 Deviant
	5-6 Diabolical
7-8	Neutral (but still evil). Roll a d6 to select attitude
	1 Self-centered, 2 Apathetic, 3 Materialistic, 4 Anarchic, 5 Egalitarian, 6 Conformist
9-10	Mostly Darkside with tendencies towards Neutral. Select relevant attitudes above.

1d10 752D: Operations? (roll a d10)

1-4	Villain is a "local" evil-doer, and works close to home.
5-7	Villain is a national threat. He hasn't expanded his crime to other countries — yet.
8-9	Villain is a world class problem, whether the world knows it or not.
10	Villain plans on either solar system or galaxy or (gasp) universe domination — adjust this to the power level of your game.

1d10 752E: Nasty Habits? (roll a d10)

1	Villain tortures his victims for his own pleasure.
2	Villain has a trait selected from *Table 642: Exotic Personality Traits* with an obsessive trait strength.
3	Villain destroys all who cross him or who do not join him.
4	Villain is noted for repeatedly committing a crime. Select it on *Table 862: Crimes.*
5	Villain has 1d3 traits selected from *Table 642: Exotic Personality Traits.*
6	Villain only pretends to be human. Select its real form on *Table 748: Horrors.*
7	Villain sacrifices captured foes to appease some dark and horrible god.
8	Villain forces others to listen to her rantings, ravings or tales of woe — often revealing her secrets and evil plans.
9	Villain is certifiably insane, and does anything he pleases.
10	Roll two more times on this table.

From Here — Return to the Table that sent you Here . . .

853:
Gifts & Legacies

Use only if directed here by another table

The character will sometimes be given a gift at birth or later in life. These gifts are sometimes given by someone of mysterious aspect (the ol' "mysterious stranger") or they might be a gift or inheritance from a relative, a friend, a mentor or a benefactor. The exact nature of these items should be determined by the GM. They may be disguised technological (even if not rolled as such), artifacts, heirlooms or pieces of mysterious junk. They can be shrouded in legend or merely pieces of trash that are hard to lose.

These gift ideas are only catalysts, the GM must bear the weight of deciding why a gift is important. Gifts should be designed in such a way that they serve as a motivation for a great quest or at least an interesting adventure.

Instructions: Roll a d20 and match the result against the table below to determine the nature of that gift.

d20 853: Gifts and Legacies (roll a d20)

1 A weapon. Make a d10 roll on the subtable below to determine the kind of weapon.

- **1** An ornate dagger.
- **2** An ornate sword.
- **3** An automatic assault rifle.
- **4** A pearl-handled revolver pistol.
- **5** A laser pistol (any form of "blaster" pistol).
- **6** A laser rifle (any form of "blaster" rifle).
- **7** A civil war vintage cannon
- **9** A primitive tribal weapon (spear, ax, dagger, etc.)
- **10** An archaic weapon (something from another time or place, like a muzzle-loading musket, a crossbow, a spear, a flint hand ax, etc.)

2 The guardianship of a young ward. This is an NPC. Create this person as if it were a companion to the character. See *Table 750: Companions.*

3 An Unusual Pet. Select pet on Table *749: Unusual Pets.* The pet survives at least until the character begins adventuring.

4 A piece of jewelry. Make a d10 roll on the subtable below to determine the kind of jewelry.

- **1** Amulet.
- **2** Necklace.
- **3** Earrings.
- **4** Tiara (small crown).
- **5** Ring.
- **6** Roll again on this subtable, but the jewelry is extremely valuable, more so than its looks reveal.
- **7** Torc (neck ring).
- **8** Pin or brooch.
- **9** Large crown.
- **10** Medal.

5 A nifty thing selected from *Table 854B: Wondrous Devices.*

6 A piece of ancient sculpture. **GM Only:** see entry #853 on *Table 965: GM's Specials.*

7 A key.

8 A locked or sealed book.

9 A sealed cannister with a small monster floating in it. The creature seems to be alive.

10 A sealed bottle (determine contents).

11 A care-worn, but functional old space suit.

12 An interesting and unique vehicle. Select details on *Table 864: Vehicles.* There is a 35% chance that the vehicle is a "vintage" vehicle of an earlier time.

13 A locked or sealed box that says "Do not open until ____," which is, of course, the current time in the adventure game.

d20 853: Gifts & Legacies (continued ...)

14 A deed to a property. Make a d20 roll on the subtable below to determine what the deed is to.

- **1** An apartment building
- **2** An ancient fortress
- **3** A country manor
- **4** A tract of jungle
- **5** An old restaurant
- **6** A factory
- **7** An amusement park
- **8** Ancient ruins
- **9** An old farm
- **10** An abandoned mine
- **11** An ancient, palatial house
- **12** Swampland
- **13** An office building
- **14** An old military base
- **15** A remote island
- **16** A mysterious forest
- **17** An old temple/church
- **18** An inn (or hotel)
- **19-20** The deeded property is in a far country. Reroll.

15 A musical instrument.

16 A piece of clothing. Roll a d20 on the subtable below.

- **1** A hat
- **2** Shoes
- **3** A belt
- **4** A cape
- **5** A tunic
- **6** Pants
- **7** A one piece jumpsuit
- **8** Deep sea diving gear
- **9** Boots
- **10** A space suit helmet
- **11** A complete space suit
- **12** An unusual coat
- **13** A woman's dress
- **14** Priestly garb
- **15** A military uniform
- **16** Ultra-cold weather gear
- **17-20** Roll 1d4 times on this table. The pieces are part of a related set, possibly an unusual costume.

17 A file of papers. Make a d10 roll on the following subtable to determine what the pouch contains.

- **1** An ancient ancestor's letter to his/her descendants.
- **2** A map.
- **3** An undelivered letter.
- **4** Diagrams and plans for a mysterious invention.
- **5** A chemical formula for a popular soft drink.
- **6** A wild story of adventure.
- **7** A last will & testament.
- **8** A treasure map!
- **9** The character's true (and colorful) family history.
- **10** Roll for 1d2+1 items. Reroll results of 10.

18 A sealed trunk. There is a 60% chance that it contains 1d3+1 additional items from this table.

19 A suit of medieval armor, that actually fits the character!

20 Roll again. The resulting item definitely has at least one special or magical function and some great significance to the character's destiny and the over-all scheme of things.

From Here — Return to the Table that sent you here . . .

854:

Perks & Stuff

Use only if directed here by another table

Perks are the nifty things often associated with a position, a job, or even wealth. They make life easier, more fun, and make the character look good in the eyes of others.

Instructions: Roll a d20 on the following table. The result is the "reward" the character gets for being that character.

d20 854A: Perks (roll a d20)

1 **High quality wardrobe.** Individual outfits are either flashy or immaculately tailored and cost more than the average annual clothing budget of a family at the Comfortable level.

2 **Military Commission.** Position is given outside the normal channels. If the character already has officer rank, increase rank by two levels.

3 **Toys.** Character has access to 1d4+4 of the latest technological gadgets (though not quite Wondrous devices).

4 **Body guards.** 2d4 of them.

5 **Animal companion.** Select on *Table 749: Unusual Pets.*

6 **Special training.** Maybe a skill from *Table 863: Unusual Skills* or it may be a skill applicable to the game world — follow Table 863's rank rules.

7 **Celebrity.** Character is known where ever she goes and is often accorded preferred service treatment.

8 **Multi-passport.** Can travel anywhere without problems.

9 **Power.** Character has a lot of positional power. Character commands 1d6 x 1d20 followers, who DO listen to her.

10 **Exclusive club membership.**

11 **Living quarters.** Only the best! All furnishings are museum quality and the place is rent free.

12 **Double identity.** For work or kicks, the character leads two lives.

13 **Preferred opinion.** Whether the character knows anything or not.

14 **Personal vehicle** given to character. Use *Table 864: Vehicles* and add 5 to the die rollson Table 864B-G.

15 **Connections.** Many powerful and influential friends

16 **Access.** Though not a celebrity, the character still has preferred privileges, only in different and possibly more clandestine circles

17 **Eccentric.** Character feels he can afford to act out a stereotype roll associated with his station in life.

18 **Vehicle use.** Character has unlimited use of a vehicle not normally accessible by other folks (example: Air Force 1)

19 Roll twice more on this table.

20 **Advanced Techno-Toy.** Select on *Table 854B: Wondrous Devices.*

854B: Wondrous Devices

Use only if directed here by another table

Wondrous Devices are those devices and inventions whose level of technology, sophistication or technical feasibility is beyond that commonly available. These things are almost magic. Assume that the Wondrous Device is a radical improvement or variation on any existing technology.

Instructions: Roll a d20 on the following table.

Roleplay: The device is very much beyond anything the character has ever seen. The character may be awed or even scared by the device. Others may be less so, and seek to relieve the character of the item.

d20 854B: Wondrous Devices (roll a d20)

1 **Time machine.** It moves through time, it moves through space, going anywhen, traveling anyplace.

2 **Resurrection machine.** It brings 'em back, but the GM should decide the duration and quality of life for the resurrected.

3 **Portable super-computer.** Loaded with memory and designed to interface with all known computer types.

4 **Armored military vehicle.** The latest heavy duty battle type. On a d4 roll of 4, the character actually owns it.

5 **Detection device.** Sees heat, motion, radiation, metal, etc. Character may choose which one, but only one at a time.

6 **Bio-regeneration equipment.** This is the ability to repair or replace damaged body parts by growing new ones.

7 **Communicator.** Palm-sized device that can use ANY type of wave and any channel — satellite, telephone, or TV.

8 **Personal jet-pack.** Technically relevant to your game.

9 **1d4+1 Gadgets.** Small things a spy would use.

10 **Recording device.** Incredibly small and accurate, with a good range. This includes microphones, bugs, and cameras.

11 **Lifelike bionics.** Bionic replacement blends very well with a living body — about 10 years beyond current technology.

12 **Translator.** This incredible device translates languages into the character's native tongue — an adustable setting.

13 **Lie detector.** This tiny item allows the character to accurately and scientifically read another's emotional level.

14 **Anti-detection device.** Foils TV monitors, radar, speed guns, etc., but only one at a time.

15 **Energy weapon.** A powerful hand-held device that may be more deadly to both user and target than similar devices.

16 **Battle-suit.** A cutting edge suit tailored to reflect your game's technology. Provides food, protection, and weapons.

17 **Sentient computer.** May be almost anything: a ship's computer, a robotic construct, or a even a desktop computer.

18 **Unknown object. GM ONLY:** see entry #854 on *Table 965: GM's Specials.*

19 **Alien artifact.** This could be an exotic magical item or a alien object of unknown powers. Have your GM select or create several powers for this object.

20 Roll twice more on this table and combine the results.

From Here — Return to the Table that sent you here . . .

855: Colors

Use only if directed here by another table

This table is used when an exotic color is required for a physical attribute or object. Colors are assumed to be rich, bright and saturated (though they could be muted too).

Instructions: Roll a d20 to determine the color.

d20 855: Color (roll a d20)

1	Red (also Crimson, Scarlet or Blood red)
2	Red Orange (Sunset orange)
3	Orange
4	Yellow Orange
5	Yellow
6	Yellow-Green (Citrine)
7	Green (also Emerald)
8	Blue-Green (also Aquamarine, Turquoise)
9	Blue
10	Blue-Violet (also Royal blue)
11	Violet (also Purple, Lavender)
12	Red Violet (also Magenta, Hot pink, Fuchsia)
13	Pink
14	White (Snow white, Off white, Ivory)
15	Black (Ebony, True-black)
16	Gray
17	Maroon (Reddish or Purplish brown)
18	Reroll the color. The color has a metallic sheen.
19	Reroll the color. The color has a pearlescent look.
20	Reroll the color, rerolling results over 19. Then roll a d6 for Hi/Lo. If the result is Hi, the color is mixed with white to produce a pastel tint. If the result is Lo, the color is mixed with black to produce a dark shade.

856: Birthmarks

Use only if directed here by another table

If a character is determined to have an unusual birthmark (or tattoo!), that birthmark will generally be brown or red (on humans, aliens are probably different), unless another color is indicated.

Instructions: Roll a d20 on the table below to determine the type of unusual birthmark possessed by the character. Then roll a d10. If the d10 result is a 10, then the birthmark is a color other than normal. Select the color on *Table 855: Colors.* In addition, the body location of the birthmark must be determined on *Table 857: Body Locations.*

856: Birth Marks (roll a d20)

1d20	1d20 (continued ...)		
1	Dragon	11	Monster (you pick one)
2	Skull	12	Claw
3	Bat	13	Eagle (or hawk)
4	Sword	14	Star
5	Hand	15	Animal (you pick one)
6	Fist	16	Fish
7	Cross	17	Geometric pattern
8	Spider Web	18	Alchemical symbol
9	Spider	19	A Word
10	Heart	20	Weird (see note below)

Weird Birthmark: Roll again on this table to determine what the birthmark looks like. The birthmark then has a unique aspect, like glowing or looking like the real thing, not just a mark on the skin. Possibly it is a focal point for a psionic power or special talent that the character may also possess.

857: Body Locations

Use only if directed here by another table

This table is used to determine the body locations of physical features, such as birthmarks, tattoos, wounds, afflictions, etc. on a humanoid body. For aliens, monsters, or animals, create a hit die table similar to the one found here for each type of creature.

Instructions: Roll a d20 to determine body location.

857: Body Location (roll a d20)

d20	Location	d20	Location (continued ...)
1	Right Foot	10-13	Chest
2	Left Foot	14	Right Ar
3	Right Leg	15	Left Arm
4	Left Leg	16	Right Hand
5-6	Abdomen	17	Left Hand
7&8	Buttocks	18	Head
9	Back	19-20	Face

From Here — Return to the Table that sent you here . . .

858:

Exotic Features

Use only if directed here by another table

Many game systems provide characters with special powers, talents and liabilities. Here are a few more to spice things up. Where do they come from? Well, you're a bright person, come up with something that fits the character's background.

Instructions: Roll a d20 and match the result against the table below to select the talent, mutation or modification.

Roleplay: Unusual or uncommon appearances and abilities set characters apart from the rest of humanity. While these differences may not be offensive or harmful, characters who are "different" may be subject to behind-the-back whispers, strange looks and curiosity seekers throughout life.

d20 858: Exotic Features (roll 1d20)

1 Subtract/Add 1d4 points from an attribute. Roll for Hi/Lo. Hi = Add, Lo = Subtract. Then roll a d10 on the subtable below to select the affected attribute.

1	Strength	**6**	Charisma
2	Intelligence	**7**	Wisdom
3	Luck	**8**	Appearance
4	Dexterity	**9**	Self-discipline or Power
5	Constitution	**10**	Roll two more times on this table.

2 Character has unusual size. Roll for Hi/Lo. Hi = d6 x 10% larger than species norms. Subtract 1 from Dexterity, add 1 to Strength. Lo = d6 x 10% smaller than species norms. Subtract 1 from Strength, add 1 to Dexterity.

3 Character heals three times as fast as a normal being.

4 Dame Fortune has given the 20th century character the marks of a 18th century pirate. Find out what by rolling a d10 on the subtable below:

1-2 Eye patch. One eye is badly damaged. Hi/Lo for L/R.
3-4 Peg-leg. One leg is gone below the knee. Hi/Lo for L/R.
5-6 Hook. One hand has been sliced off. HI/LO for L/R.
7-8 "Pirate" voice. Larynx damage causes inflected speech.
9-10 Roll twice more on this subtable, reroll duplicates.

5 Character is Bad Luck and causes friends to fumble when within 20 feet of them. Roll a d6 to find his Bad Luck rating. Each time a friend misses a skill use roll, roll a d10. If the result is less than or equal to the Bad Luck rating, the friend has a serious accident, such as wounding himself or a friend, or pouring a soft drink into a computer keyboard.

6 Character is Good Luck. His presence improves all the skill rolls of his companions by 1 rank or (+1 bonus to non-skill rolls) when within 20 feet of them.

7 A strange mutation enables the character to radically alter his appearance to resemble other members of his own race or similar races and even impersonate members of the opposite sex at Rank 6 ability.

d20 858: Exotic Features (continued ...)

8 Roll a d4 to select one of the special abilities listed below.

1 Tough skin. Bonus of 2 versus physical attacks or shifts the defensive table 1 category in favor of the character.
2 Photographic memory. Treat as high bonus or low difficulty.
3 Temperature insensitive. Not affected by extremes of heat or cold.
4 Reinforced Skeleton. Some bones in the body have been reinforced with an internally compatible metal. Take half physical damage from crushing attacks. Select the bones by making 3 rolls on *Table 857: Body Locations*.

9 Character is naturally lucky. Roll 1d3 and multiply the result by 5 to obtain the character's Luck percentage. If the result of a die roll for any skill, combat or saving roll is within this percentage of the amount needed, the roll is successful. Nevertheless, an absolute low roll always fails.

10 Character has a natural immunity to psychic powers or mental magic. Roll a d8 and multiply the result by 5. The result is the percentage chance that the character will be immune to the effects of any mind based power used against him.

11 Character is blessed/cursed with features that do not represent his actual age. Roll Hi/Lo to see how old people think the character to be.

Hi = Baby face — the character's face is half his real age.
Lo = Ancient face — the character's face is twice his real age.

12 Character is unaffected by one kind of poison. Choose the type by rolling a d4 on the table below:

1 Respiratory—constricts chest muscles—can't breathe.
2 Circulatory — shuts down the heart.
3 Nerve — kills the brain and all neural connections.
4 Reduction — turns internal organs into soup.

Continued ...

Table 858 continues on the next page . . .

d20 858: Exotic Features (continued ...)

13 The character's appearance can only be defined as exotic. Roll a d10 on the subtable below to determine the exact nature of the character's distinctive appearance.

1. Character is an albino, with pale almost white skin and hair, and pink eyes. Subtract 1d3 points of damage per hour of unprotected exposure to strong sunlight. Add 1d3 points to Charisma or Comeliness.
2. Character is androgynous, with little difficulty, he or she could pass for an attractive member of either sex.
3. Character is hunchbacked.
4. Character is unusually hirsute. Hair grows nearly everywhere. Character shaves regularly just to look human.
5. Character's hair is naturally an exotic color. Select this color on *Table 855: Colors.*
6. Character's skin has a waxy look and a deathly pallor.
7. Character's skin is unusually dark for someone of her background.
8. Character's skin is unusually light for someone of her background.
9. Character's skin is unusually thin and fragile. Add +1 to any damage received in combat.
10. Character's skin is unusually thick and gnarly, almost like tree bark. Subtract 1 from any damage received in combat.
11. Character's teeth are sharp and fang-like.
12. One part of the character's body is unusually large (about 50% larger proportionately than it should be). Select the body part on *Table 857: Body Locations.*
13. The iris portion of the character's eyes is an exotic color. Select the color on *Table 855: Colors.*
14. Character's face is frightening to look upon.
15. Character has naturally pointed ears.
16. Character's skin is an exotic "unnatural" color. Select the color on *Table 855: Colors.*
17. When the character expresses any extreme emotion, whorls, swirls and other patterns appear on his skin.
18. The character's fingers and toes are naturally webbed.
19. Select 1d3 appearance features on *Table 861: Appearances.* Each of these becomes an extreme example of that type of appearance.
20. Roll twice more on this subtable.

14 Character gains a unique talent, something that she can quietly use to hers or others' benefit when the need arises. Roll a d6 to select this unique talent on the subtable below.

1. **Blind Trust.** Other beings want to trust the character as if he were their best friend.
2. **Sense Evil.** The character can detect evil in a thing, place or person. Evil beings can attempt to shield this fact from the character.
3. **Insight.** The character can question the wisdom of an action (i.e., ask the GM). Base chance equals d4 times 10. Answers should always be vague and allow for misinterpretation.
4. **Direction Bump.** Character knows which direction is north, up or down, the center of the galaxy, etc.
5. **Sense Psychic Activity.** Character can detect current or recent psychic activity in a person, place or thing.
6. **Encourage Others.** This talent encourages others to perform 1d3 Ranks above their normal skill, but temporarily restricts the character's own skills by minus 2 ranks.

d20 858: Exotic Features (continued ...)

15 Character is born with a natural talent. Select the talent on *Table 863: Unusual Skills.* He has the selected skill at Rank 5 proficiency.

16 Character has a natural aptitude for learning. Whenever a new skill is learned, the character always learns it at one Rank higher.

17 Character acquires an unusual tattoo. Select the tattoo on *Table 856: Birthmarks*, its primary location on *Table 857: Body Locations*, and its predominant color on *Table 855: Colors.* Roll a d10. On a result of 9-10, this tattoo is very large, covering 2d20 + 50% of the character's body.

18 The material that makes up the character's fingernails and hair is incredibly hard, similar to aluminum or tin. This could make them effective daggers or lock-picks, and make the hair a dangerous garrote.

19 The character is double-jointed. Roll a d8 and apply it to the table below:

1. **Head** — spins 180 degrees. +1 to perception skills.
2. **Neck** — folds way forward or back. +1 to disguise skills.
3. **Shoulders** — unrestricted movement. +1 to fighting skills.
4. **Elbows** — bend both ways. +1 to "picking" skills.
5. **Waist** — can bend body in half. +1 to defense/dodging skills.
6. **Knees** — bend both ways. +1 to "leg" skills (dance, stalking).
7. **Backbone/Spine** — omni-directional. +1 to "sports" skills.
8. Roll twice more on this table, using further "8's," but re-rolling any other duplicate rolls.

20 Character has hemispherically independent brain activity, and can perform two tasks at the same time, provided the tasks are compatible.

From Here — Return to the Table that sent you here . . .

859:

Serious Wounds

Use only if directed here by another table

More than just a skinned knee, a broken arm or a clean knife cut — these are injuries that leave lasting physical effects, visibly scarring, reducing physical attributes, or permanently removing a body part. The injuries are not fatal, but they affect the character for the rest of her days.

Instructions: Roll a d20 and match the result against the table below to select the injury that has occurred. Unique affects for the wound are included with the description. More common symptoms and effects are indicated by the footnotes in parentheses following the table entry. If more than one footnote follows, apply them all.

Roleplay: These injuries are physical reminders of something in the character's past—a war wound, the byproduct of torture, the end-result of a mugging. Along with the physical scars, there may be mental and emotional scars too. Imagine how the character will react if once again confronted with the person, creature or situation that caused the injury.

Also imagine how others might react to the character's injury. Is she treated as being handicapped, is she pitied, or possibly now known as "Claw" or "Scar-face?"

Footnotes

① Roll a d100. On a result of 1-50 add 1 point to Charisma attribute. On a result of 51-00, subtract 1 point from Charisma attribute.
② Subtract 1 point from Dexterity attribute.
③ Subtract 1 point from Appearance attribute.
④ Reduce all skills requiring manual dexterity by 1 Rank.
⑤ Movement speed is half normal, unless an artificial limb is attached. Roll a d100 to find percentage of speed regained with artificial limb.
⑥ Subtract 1 point from Strength attribute.
⑦ Without painkillers, the character must Make an Intelligence Check (usually a d20 roll less than or equal to Intelligence attribute) to perform any action requiring concentration.
⑧ Movement speed is 3/4 of normal speed.
⑨ Subtract 1 point from Constitution attribute.

d20 859: Serious Wounds (roll a d20)

1 **Impressive facial scar.** ①

2 **Impressive body scars.** Use *Table 857: Body Locations* to locate the most impressive scar.

3 **Eye put out.** Roll Hi/Lo. Hi is left eye. Lo is right eye. Depth perception is gone, reduce all combat and visual perception skills by one Rank. ③

4 **Lose 1d4 teeth**.

5 **Ear is torn or cut off.** Roll Hi/Lo. Hi = left ear. Lo = right ear. Roll a d10. If the result is 7-10, a permanent hearing loss occurs, in which case, reduce all listening skills by two Ranks. ③

6 **Disfigurement.** The injury causes terrible scars and/or rearranges the character's face in a manner which is unpleasant to look upon. Reduce Appearance and Charisma attribute by 1d10 each.

7 **Head injury causes brain damage.** Roll a d8 on the subtable below to determine the effects of the injury.

- 1 Reduce Intelligence attribute by 1d3 points.
- 2 All skills drop one Rank.
- 3 Character develops a Mental Affliction. Select the affliction on *Table 642B: Mental Afflictions.*
- 4 The character develops an Exotic Personality Feature. Select the affliction on *Table 642: Exotic Personality Traits.*
- 5 Reduce Dexterity attribute by 1d3 points.
- 6 Increase one skill by 1d8 Ranks. All other skills drop by 1d6 Ranks.
- 7-8 Roll 1d3+1 more times on this subtable. Do not reroll duplicates—add the effects together.

8 **Injury causes constant pain.** Reroll type. ②⑥⑦

9 **Knee injury** causes slowness and constant limp. After strenuous physical exertion (running, fighting, climbing), knee causes pain. ⑦ ⑧

d20 859: Serious Wounds (continued ...)

10 **A body part is permanently severed** from the body. Roll a d6 on the table below to determine which body part is affected.

- 1 Hand. Roll Hi/Lo. Hi is left, Lo is right. ② ④
- 2 Arm. Roll Hi/Lo. Hi is left, Lo is right. ② ④
- 3 Foot. Roll Hi/Lo. Hi is left, Lo is right. ② ⑤
- 4 Leg. Roll Hi/Lo. Hi is left, Lo is right. ② ⑤
- 5 Thumb. Roll Hi/Lo. Hi is left, Lo is right hand. It is impossible to grip a weapon with that hand.
- 6 1d3 fingers. Roll Hi-Lo. Hi is left, Lo is right hand. If more than two are lost, it is impossible to grip a weapon.

11 **Injury heals badly** causing loss of attribute points (see footnotes). ② ⑥

12 **Liver damage.** Constitution halved for protecting against poison damage. Alcohol becomes a poison. ⑨

13 **Lung damage** causes racking cough and pain after physical exertion (running, fighting, climbing). ⑦ ⑨

14 **Stomach injury.** Causes recurrent nausea, particularly in stress situations, usually lasts 1d20 minutes (Subtract 1d10 Ranks of ability from skills during nausea). ⑨

15 **Kidney damage.** Character needs three to four times the amount of water normally needed, otherwise body poisons build up, causing 1d6 points of damage daily. ⑨

16 **Genital injury.** Character loses all sex drive.

17 **Throat injury.** Roll a d10 for degree of voice loss, 10 being the worst, unable to speak at all.

18 **Back injury.** Reduce Strength by 1d6 points.

19 **Bionic Replacement.** Reroll on this table, the damaged part is replaced by an experimental bionic part that seems to defy the capabilities of known science.

20 **Multiple injuries occurred.** Roll 1d2+1 times. Duplicate rolls are discarded and not rerolled. Reroll results over 19.

From Here — Return to the Table that sent you here . . .

860:

Psychic Powers

Use only if directed here by another table

Psychic powers allow the character to manipulate the world through sheer mind power. Traditionally "common" psychic powers are represented here (the GM may have to rule whether or not these powers are allowed in his or her campaign).

Instructions: Roll a d20 and match the result against the table below to select a power (or powers). Record relevant information on the worksheet and return to the table that sent you here.

Using Pschic Abilities: If the game system being used has rules for psychic (sometimes called "psionic") power, use the power or powers that most closely match those selected from the table below. Otherwise, use the guidelines that follow.

Each power is a separate skill. Psychic powers can be improved like other skills. Unless another table states otherwise, use of psionic abilities begin at a Rank 1 skill.

To use a psychic power in a simple manner, a character must expend Strength attribute points. The cost of each power is given in brackets (relative to a 3-18 Strength range). Difficult feats burn off more Strength than shown here (GM's discretion).

Expended Strength is regained at the rate of 1/4 of the character's total points per 6 hours of rest (sleep or bed rest). Active characters cannot regain Strength lost through psionic endeavors. If psychic power usage reduces a character to 0 (zero) Strength, the character collapses into unconsciousness for 2d8 hours.

Roleplay: Throughout the century, psychic powers have been considered weird, even evil, particularly to the general populace. How will the character deal with his new powers? Will the character try to hide them or flaunt them openly and fearlessly.

d20	860: Psychic Power (roll a d20)
1	**Psychic Bolt:** [15 minus Rank] The ability to summon and shape energy to shatter, burn or melt non-living matter. Each Rank of skill adds 1d6 to the character's possible damage.
2	**Psychometry:** [11 minus Rank] The ability to learn the past history of an object or person by touching it.
3	**Clairvoyance I:** [11 minus Rank] To see or sense things occurring at a distance not normally possible with normal senses. Character gets a fuzzy view of what is occurring — sound may be jumbled. Character may attempt to focus the power, but more often than not, visions are random (at the discretion of the GM). Upon attaining Rank 6, the character may use *Clairvoyance II* at Rank 1 ability.
4	**Clairvoyance II:** [13 minus Rank] Like *Clairvoy-ance I,* except that character may select what is wished to be seen and receives clear sensory impressions from wherever the point of visual reference is placed. Upon attaining Rank 6, the character may use *Clairvoyance III* at Rank 1 ability.
5	**Clairvoyance III (Astral Projection):** [17 minus Rank] Similar to *Clairvoyance II,* but character is able to create an impression that he is physically in that area (creating an astral image) and is able to change the point of view, as if he was walking around the place being viewed.
6	**Psychic Healing:** This is a healing ability that trades Strength points for lost hit points at the rate of 2 Strength points for each 1 point of damage. It will also cure a minor illness at the cost of 1d6 Strength, or a life-threatening disease at the cost of 3d6 Strength points. The character may use his Rank with the skill as if it were extra Strength points. Thus a Rank 3 Psychic Healer could Heal an additional 2 damage points (1 1/2 rounded up), at no additonal Strength cost. It has a minimum cost of 2 Strength per use.
7	**Hypnosis:** [11 minus Rank] Places victim in a sleep-like trance, open to suggestions from the hypnotist (within reason). At Rank 6 skill, the character also gains *Persuasion* at Rank 1 skill. At Rank 10, character also gains *Mind Control* at Rank 1 skill.
8	**Persuasion:** [15 minus Rank] Mass Hypnosis that may be used against one additional target for each Rank of *Persuasion* skill possessed by the character. At Rank 6, the character gains *Mind Control* at Rank 1 skill.
9	**Telekinesis:** [11 minus Rank. Add one point for each 20 lbs of object weight over 10 lbs] Allows character to move inanimate objects by force of thought, even making them fly.
10	**Suspended Animation:** [8 minus Rank + # days suspended] Character enters a sleep-like state and exists without food, water, air, or heat for up to Rank+1d8 days.
11	**Teleportation:** [16 minus Rank] Allows the character to move between two places without actually crossing the distance that separates them. Rank increases distance.
12	**Mind Block:** [14 minus Rank] Character can attempt to shield against intruding or offensive psychic abilities. A mimimum rank is needed to block certain powers. Rank 1 blocks *ESP.* Rank 2 blocks *Hypnosis.* Rank 3 blocks projected thoughts. Rank 5 blocks mental probes. Rank 7 blocks *Mind Blast.* Rank 9 blocks *Mind Control.*
13-14	**ESP:** [11 minus Rank] Sense the surface thoughts of other minds. Detect the presence of others.
15	**Telepathy:** [13 minus Rank] Rank 1 = *ESP.* Rank 3 = Project thoughts into other minds. Rank 5 = Probe into other's minds. At Rank 7 may use *Mind Blast* at Rank 1.
16	**Mind Blast:** [11 minus Rank, plus 1d6] Using mental power only, character can do physical damage to a foe. Damage equals 1d4+ Rank.
17	**Body Control:** [11 minus Rank, plus the number of points added to attribute] With this power, the character can temporarily increase any attribute by 1d4 points.
18	**Mind Control:** [15 minus Rank] This is the ability to take over the mind of another for a short while.
19-20	Roll 1d3+1 more times on this table for additional mental powers. If subsequent rolls duplicate previous rolls, add 1d3 Ranks to skill with that power.

From Here — Return to the Table that sent you here . . .

861:
Appearances

Use only if directed here by another table

Instructions: Roll a d3. The result is the number of itmes to select on this table. For each time, roll a d4 and a d10. The d4 represents the "10's" digit, the d10 is the "1's" digit. A d4 result of 2 and a d10 result of 0 would be 20. Modify descriptions as needed to be more appropriate for an alien race.

Roleplay: A character's personal affectations that she has developed, her physique, how she dresses, and how she speaks are building blocks that you can use to develop unique characterization. While a character's outward appearance could be symbolic of his inward nature, it could just as easily be a mask, hiding the true character within. *Remember, appearances can be deceiving.*

d4/d10 861: Appearances (roll a d4 & a 10)

10 **Foppish clothing.** The character dresses in vainly inappropriate, dandified clothing.
11 **Out-of-date clothing.** The character's clothing is from an earlier time period.
12 **Military garb.** Regardless of his past, he wears military-style uniforms.
13 **Clothing reveals profession.** Whatever the character does for a living is readily apparent in his clothing.
14 **Dresses simply.** Wears plain, unadorned clothing.
15 **Dresses well.** Clothing is smartly tailored and usually quite expensive.
16 **Dresses poorly.** Clothing is cheap, often gaudy and usually inappropriate to the occasion.
17 **Dresses Severely.** Wears strict, unadorned, no-nonsense clothing.
18 **Flashy.** Wears an excessive amount of jewelry and or designer label clothing.
19 **Rebel.** Dresses in a manner appropriate to someone who is culturally at odds with society.
20 **Unkempt.** Uncombed hair and a three-day beard (or unwashed for those who can't manage beard growth).
21 **Effeminate.** The character's actions remind one of a woman, even though a "real" woman might act otherwise.
22 **Macho.** The character hides any personal weaknesses behind an "I-can-handle-anything" tough-guy demeanor.
23 **Unusual speech.** The character's way of speaking sets him apart. Roll a d10 on the subtable below.
- 1 Lisping voice. Replace "s" sounds with "th" sounds.
- 2 Loud voice.
- 3 Commanding voice. Sentences sound like orders.
- 4 Hissing voice. "S" sounds are dragged out.
- 5 Heavy accent.
- 6 High-pitched voice (possibly even squeaky)
- 7 Deep, low, gravelly voice (also "husky")
- 8 Raspy, wheezy voice.
- 9 Soft, whispery voice.
- 10 Roll 1d2+1 more times on this subtable.

24 **Tattooed.** Has a prominent tattoo. Use *Table 854: Birthmarks* to determine its appearance.
25 **Casual demeanor.** Very relaxed. Nothing can be so important that it makes her get upset or hurry.
26 **Hyperintense.** Obviously no one understands the importance of this situation or they'd be upset too!
27 **Thin.** Character is noticeably thinner than average.
28 **Cadaverously thin.** Character is thin to the point of looking malnourished or a victim of war crimes.
29 **Body odor.** Character has a distinct odor. Smell may not be bad, but it is readily apparent.

d4/d10 861:Appearances (continued ...)

30 **Overweight.** Character is heavier than average.
31 **Grossly overweight.** Character is so morbidly obese that normal motion is impaired.
32 **Unusually muscular.** Character has a body like a professional weight-lifter.
33 **Unusually frail.** Character looks like a slight wind would bowl her over.
34 **Greasy-looking.** Hair is oily, skin seems oily, mannerisms are oily. Looks like he might whip out either an illegal knife or an automobile sales agreement at any time.
35 **Impressive-looking.** First impressions are important and this guy looks like he could be a hero or a superstar.
36 **Unimpressive-looking.** At first glance, this character seems hardly worth noting, he is lost in the crowd.
37 **Stoop-shouldered.** Exhibiting bad posture, the character constantly hunches over.
38 **Extremely tall.** Character is much taller than average, towering above folk usually considered tall.
39 **Extremely short.** This character is so short that she is considered as being a dwarf or midget.
40 **Big (really BIG).** Character is substantially more massive than the average person, regardless of height.
41 **Petite (really small).** Character is smaller, substantially less massive and more delicate than the average person (but would not be considered a dwarf or midget).
42 **Hair.** Roll a d4 on the subtable below.
- 1 **Hairless.** No hair on head.
- 2 **Unusual hair style.** Most people do not and would not wear their hair this way.
- 3 **Close-cropped hair.** Character wears hair much shorter than currently popular styles.
- 4 **Very long hair.** Character wears hair longer than currently popular styles.

43 **Infirm.** Character suffers from a disease that plagues her with recurring and readily apparent symptoms, such as a hacking cough, chills, dizziness, open sores, boils, crippled limbs, gangrene, or changes in skin color, etc.
44 **Visible injury.** Character suffered a serious wound at some point in the past. The wound's effects are still apparent. Select the injury on *Table 860: Serious Wounds.*
45 **Attractive.** Members of the opposite sex find the character good to look upon.
46 **Unattractive.** Character is unpleasant to look upon.
47 **Plain.** Neither physically attractive nor repelling.
48 **Alien-looking.** Character has a weird, or alien look.
49 **Multiple features.** Roll 1d2+1 additional times on this table. If two rolls contradict each other, use the first roll and reroll the second.

From Here — Return to the Table that sent you here . . .

862:

Crimes

Use only if directed here by another table

When someone intentionally injures another, takes or ruins their belongings, violates their rights, or does anything that society considers as wrong, they have committed a crime. Society then takes upon itself the burden of punishing and rehabilitating the criminal, normally fitting the punishment to the crime.

Crime and Punishment

Instructions: Flip back to *Table 743: Others* to determine against whom the crime was committed. Select the victim's Social Status on *Table 103: Social Status,* then return here. Roll a d20 and match the result against the table below to select the crime committed. The normal punishment for each crime follows in footnote references after it. Apply them all. If a character is imprisoned for a crime, get details on *Table 540: Imprisoned!*

Notes: If the character *committing* the crime is Wealthy, reduce the length of the sentence by 1d4 years. If the character is Extremely Wealthy, roll a d6. On a result of 6, no sentence is served, otherwise reduce the sentence by 2d4 years.

Criminals

These are people who commit crimes. Some are hard-core professionals, some only do it once (for whatever reason), and some do it because they are not, so to speak, well.

Instructions: Roll a d20 and match the result against the table. This is the criminal's primary illegal activity. If necessary, roll Hi/Lo for the criminal's sex. Hi = male. Lo = female.

Select the scale or extent of his illegal activities by rolling a d20. A low result means a criminal of relatively little importance, such as a street punk, or a murdererwho killed once. A middle range result is an average career criminal with a long list of offenses. A high result is a well-known criminal, like a crimelord, who directs a criminal empire or possibly a psychopathic mass murderer who stalks the streets and heinously slays innocents.

Roleplay: Crime can change a character's life forever. If known, it brands him as a criminal, to be known forever by his crime, not by his profession or other deeds. If prosecuted, a character faces years of imprisonment or even physical injury. Family, friends or allies of the victim may come seeking compensation. Yet, a crime that remains unknown, can still gnaw at the character's conscience forever.

Criminal NPCs are people who knowingly do wrong. They may be personable, nice to their moms, and give gifts to orphans, but ultimately, they prey on others (usually the weak) and see the world as their victim. Some elevate criminals to the status of hero. Others feel they are victims of society and can't help but do what they do and often give criminals more rights and privileges than their victims). Before you make a criminal out to be a hero or feel too sorry for him, imagine yourself the victim of a crime, losing valuables... or a loved one. That's part of what roleplay is all about.

d20862: Crimes & Criminal Type (roll a d20)

1 **Murderer.** Kills people. Has a 30% chance to be a professional assassin who kills for cash. ⑧ ❺
2 **Kidnapper.** Grabs victim and holds him for ransom.⑧
3 **Burglar.** Breaking & entering specialist. ② or ❶ ❺
4 **Pickpocket.** Secretly removes valuables from passersby or stores and shops.① or ❶
5 **Extortionist or blackmailer.** ③
6 **Confidence artist.** A "con man." ①
7 **Thief.** Steals from them what has. Roll a d6 on the subtable below.
  - 1 Banditry. Robs travelers and raids villages.❺❻
  - 2 Mugging. Robs lone victims.③ ❺
  - 3 Holding up banks or stores. ⑤
  - 4 Uses a computer to steal information, services or merchandise. ②
  - 5 Shoplifter. ①
  - 6 Software Pirate. ①

8 **Smuggler.** Transports illegal goods. ②
9 **Racketeer.** Runs organized crime operations. ⑤
10 **Spy.** Discovers and steals the secrets of nations. ⑧
11 **Drug dealer.** Sells deadly substances for profit. ⑤
12 **Pirate.** Scourge of the seas. ⑥ ❷
13 **Embezzler.** Secretly takes money from employer. ④
14 **Terrorist.** Uses fear as a political weapon. ⑥❶❸
15 **Thug.** Muscle man for a gang. ②
16 **Idea Criminal.** Thinks wrong thoughts, particularly ones that disagree with prevailing social beliefs. Roll a d6. 1-2 = Heretic (religious wrong-thinker). 3-4 = Radical (Political wrong-thinker). 5-6 = Activist (social wrong-thinker).⑦
17 **Vandal.** Destroys others' property. ①❶
18 **Substance abuser.** Root of the drug problem. ①❶
19 **Sex Offender.** Criminal accused of a sex-related crime. Roll a d6 on the subtable below.
  - 1 Unlawful perversion. ①❸
  - 2 Rape. ⑧ ❺
  - 3 Illegal Prostitution. ①
  - 4 Violates local sexual taboos. ①
  - 5 Creating Pornography. ②
  - 6 Child Molesting. ⑧ ❺

20 Character committed two crimes that were linked together in some way. Roll twice more on this table.

Footnotes

① 1d4 years imprisonment.
② 1d6 years imprisonment.
③ 1d8 years imprisonment.
④ 2d4 years imprisonment.
⑤ 1d10 years imprisonment.
⑥ 2d10 years imprisonment.
⑦ If in a Barbaric culture or a Tech Level of 4 or less, Idea criminal (Heretic or Radical) is imprisoned until wrong-thinking is renounced. NPCs have a 45% chance to be executed. For player characters, this becomes 2d10 years of imprisonment. All other cultures, Heresy means ejection from society.
⑧ (50 - Tech Level)% chance that NPCs are put to death. Player characters receive life sentences (1d20+20 years).
❶ Add 1d6 years to length of sentence.
❷ Character is publicly flogged. Subtract 1d4 from Charisma attribute.
❸ (30 - Tech Level)% chance that Character is tortured. Roll a d6. On a result of 6, the character receives a serious injury. Select the injury on *Table 859: Serious Wounds.*
❹ Character must perform community service.
❺ If the victim was of higher social status, add footnote ❶.

From Here — Return to the Table that sent you here . . .

863:

Unusual Skills

Use only if directed here by another table

Sometimes the skills one learns are not immediately applicable to the job of being a legendary hero. Yet they do add dimension to a character. Who knows, maybe a hero's skill at wine tasting may save his companions some day.

Instructions: Roll a d20 on the table below to select the character's unusual skill. Then roll a d6 (for each skill, if additional skills are selected). If the d6 roll is less than 6, the character has a Rank 3 competency with the selected skill. If the d6 result is 6, the character is Rank 4 with the skill.

The player and GM must decide and agree upon the details regarding each skill. Be inventive!

Roleplay: Use the unusual skill to add a bit of spice to the character's abilities. The character may never have to use her social dancing skills in a life or death setting, but one never knows.

d20 863: Unusual Skills (roll a d20)

1 Social dancing — both formal and informal.
2 Professional gambling.
3 Pick pockets.
4 Gourmet cooking.
5 Sexual seduction.
6 Skiing.
7 Skating.
8 Artistic ability. Roll a d6 on the subtable below to select the nature of this talent.
- 1 Painting and Drawing.
- 2 Holography (making holograms).
- 3 Sculpting.
- 4 Jewelry making.
- 5 Architectural design.
- 6 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.

9 Musical ability. Roll a d8 on the subtable below to select this talent.
- 1 Play common musical instrument of own choice.
- 2 Sing.
- 3 Song writing.
- 4 Musical theater (acting and singing).
- 5 Make or repair musical instruments.
- 6 Play exotic musical instrument of own choice.
- 7 Play by ear — hear a song, then play it instantly.
- 8 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.

10 Ability with textiles. Roll a d6 on the subtable below to select the nature of this talent.
- 1 Sewing.
- 2 Weaving.
- 3 Tapestry design.
- 4 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
- 5 Embroidery.
- 6 Knitting.

11 Mountaineering – professional climbing.
12 Opposite hand weapon use with weapon of choice.
13 Computer skills — can program or operate most any computer.
14 Model making — make realistic miniatures of things.
15 Inventing — all sorts of useful and useless contraptions.

d20 863: Unusual Skills (continued ...)

16 Theatrical ability. Roll a d10 on the subtable below to select the nature of this talent.
- 1 Acting — all the world's a stage.
- 2 Artistic dancing.
- 3 Oration — dynamic public speaking.
- 4 Story-telling.
- 5 Ventriloquism.
- 6 Makeup & Disguise – appear as someone else.
- 7 Circus skills (select on subtable 17 below).
- 8 Voice impersonation.
- 9 Juggling.
- 10 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.

17 Circus skills. Roll a d8 on the subtable below to select the nature of this talent.
- 1 Aerial Acrobatics, including flying trapeze.
- 2 Tight-rope walking.
- 3 Animal training — exotic animals.
- 4 Clowning — acting like a clown.
- 5 Stage Magic — perform feats of prestidigitation!
- 6 Theatrical ability (select on subtable 16 above).
- 7 Horsemanship — riding and tricks.
- 8 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.

18 Miscellaneous skills. Roll a d10 on the subtable below to select the nature of this talent.
- 1 Astronomy — star watching.
- 2 Astrology — fortune telling.
- 3 Calligraphy — formal or fancy penmanship.
- 4 Lassoing with a lariat.
- 5 Wine/Liqueur Tasting.
- 6 Sailing small craft — including pleasure boats.
- 7 Bargaining with merchants, etc.
- 8 Negotiation and diplomacy.
- 9 Deep sea diving
- 10 Imitate monster noises.

19 Dabbler at many skills. Roll 2d3 more times on this table to select the skills possessed by the character.
20 Enthusiast at skill. Roll again on this table to select the skill. Character has 1d2 additonal Ranks of ability with this skill.

From Here — Return to the Table that sent you here . . .

864:

Vehicles

Use only if directed here by another table

This table is set up to define the basic attributes and condition of a specific vehicle. It will not tailor a vehicle to your game system, it will only give a brief description. Since you have to fit this to your system, it's a good idea to let the GM review the result—he may not want you to have a passenger airliner.

Instructions: This is a multi-step procedure to develop the attributes of a vehicle obtained or encountered by the character. First roll on *Table 864A: Vehicles*, and proceed to the indicated table. After deciding the specific vehicle, roll once on each of *Tables 864H - L*, unless instructed otherwise. Record this information on the back of your character history worksheet. Some genres have additional modifiers to the rolls on these tables:

1. "Pulp Hero" is -5 on *Tables 864B-G* (vehicles).
2. "Super heroes" are +5 on *Table 864K: Special Features.*
3. "SF Today" is -5 on *Table 864M: Vehicle Type* (if instructed).
4. "Horror" and "Espionage" are +5 to *Table 864J: Armament.*

1d20 864A: Vehicles (roll a d20)

1-2	**Boat or Ship** —*Table 864B.*
3-5	**Motorized Personal** —*Table 864C.*
6-11	**Automobile** —*Table 864D.*
12	**Lo Tech.** —*Table 749C: Animal Transportation*
13-17	**Truck**—*Table 864E.*
18-19	**Self-Powered Personal** —*Table 864F.*
20	**Aircraft** —*Table 864G.*

1d20 864B: Boats & Ships (roll a d20)

1-3	Rowboat with outboard
4-6	Ski boat
7	Pontoon
8-12	Fishing boat (roll a d6)
	1-3 Local lake size
	4-5 Deep lake size
	6 Deep sea size
11	Speed boat
12-14	Sail boat - Roll d6+1 for needed crewsize.
15	Roll again on this table at +5.
16	Tug boat
17	Freighter (large cargo ship)
18	Air boat - everglades variety
19	Special Type - roll on *Table 864M: Type*
21	30' Cabin cruiser
22	"Cigarette Boat" - world class speed boat
23	45' Yacht
24	Hydro-foil yacht
25+	Hovercraft - roll for Hi/Lo. Hi = six man, Lo = large ferry

From Here Go to Table 864H

1d20 864C: Personal (roll a d20)

1	Motorized bicycle — go to the "bicycle"subtable on *Table 864F: Personal Self-Powered.*
2	Go-cart
3-4	ATC - all terrain cycle
5-6	ATV - all terrain vehicle (4 wheel)
7-12	Motorcycle. Roll a d6 on the Table below.
	1-2 Touring (traveling in style)
	3-4 Dirt (rugged off-road)
	5-6 Road Racer (sleek and fast)
13-14	Motor scooter
15	Roll again on this table at +5.
16-18	Snowmobile - use the motorcycle "Size" table.
19	Composite - you built something yourself. Roll three more times on this table and combine them.
20	Special Type - roll on *Table 864M: Type.*
21	Golf cart
22-23	Jet Ski (water vehicle)
24+	Six-tracker - six wheel ATV.

From Here Go to Table 864H

1d20 864D: Automobiles (roll a d20).

Roll a d6, and on a result of 6, the car is a convertible.

1-2	Dune Buggy
3-6	Compact/Economy
7-9	Station wagon
10-14	Mid-size
15	Roll again on this table at +5.
16	Full-size
17-19	Sports car
20	Special Type - roll on *Table 864M: Type*
21-23	Limousine
24-25+	Race car.

From Here Go to Table 864H

1d20 864E: Trucks (roll a d20)

Roll a d4. On a result of 4, truck is 4-wheel drive, if applicable.

1-3	Small pick-up truck - half ton
4	Small range vehicle - two man (Example: Jeep CJ).
5	Mud Runner - with oversized tires
6	Camper, pick-up style
7	RV (recreational vehicle) - four man
8-9	Large pick-up truck - three-quarter ton
10	Large range or "safari" vehicle - six man
11	RV (recreational vehicle) - eight man
12-14	Panel truck (small enclosed delivery truck)
15	Roll again on this table at +5
16	Semi-truck (cab & trailer).
17	Heavy Duty, Specialized.
18-19	Van. Not a passenger vehicle.
20	Special Type - roll on *Table 864M: Type*
21-23	"Puller" - the county fair main events
24+	"Crusher" - the car crunching variety

From Here Go to Table 864H

Table 864 continues on the next page . . .

1d20 864F: Self-Powered (roll a d20)

Note: *Table 864J: Armaments* is modified by -5 when using results from this table.

1 Skates. Roll for Hi/Lo. Hi = Ice. Lo = Roller.
2 Skateboard
3 Scooter
4-6 Bicycles - roll a d10 on the subtable below.

1-3	Mountain Bike	**8**	Unicycle
4-6	Touring Bike	**9**	Three-wheeler
7	Two-man Bike	**10**	Racing Bike

11-12 Rowboat
13 Canoe
14 Rubber raft - seating for 1d4+1 passengers.
15 Roll again on this table at +5.
16 Paddle boat
17 Wind-surfer
18-19 Hang glider
20 Special Type - roll on Table 864M: Type
21+ Hot air balloon

From Here Go to Table 864H

1d20 864G: Aircraft (roll a d20)

1 Bi-plane - commonly used for crop-dusting.
2-3 Sea plane
4-5 Kit-plane - a one man build-it-yourself kit.
6 Gyrocopter
7-8 Helicopter. Roll 1d6+1 for passenger capability.
9-13 Personal travel plane. Roll a d4:

1	Single engine prop driven - seats up to three.
2	Double engine prop driven - seats up to six.
3	Single engine turbine - seats up to four.
4	Double engine turbine - seats up to eight.

14 Glider
15 Roll again on this table at +5.
16-18 Cargo plane - lots of empty space.
19 Conversion kit - attaches to a specific car and lets it fly.
20 Special Type - roll on *Table 864M: Type*
21- 24 Passenger Plane - prop driven
25+ Passenger Jet - turbine

From Here Go to Table 864H

1d20 864H: Age (roll a d20)

1-4 **New** – right out of the factory.
5-7 **Recent** – within d4 years.
8-12 **Average** – within 2d4 years.
13-16 **Older** – 3d4+4 years
17-19 **Aged** – 3d4+12 years.
20 **Antique** – roll again and add +25 years to the result. For subsequent "antique" results, add another 25 years. This vehicle need NOT be a classic—it just hangs on.

From Here Go to Table 864I

1d20 864I: Condition (roll a d20)

1 **Wrecked** – can be repaired at cost, or can be sold for useable parts.
2-4 **Abused** – looks terrible, but runs.
5-16 **Normal** – standard wear and tear.
17-19 **Pampered** – very good condition.
20 **Mint** – show and showroom quality.

From Here Go to Table 864J

1d20 864J: Armament (roll a d20)

1-12 **None** – the standard for most vehicles.
13-16 **Lightly Armed** – defensive weapons.
17-18 **Well Armed** – offensively well off.
19 **Heavily Armed** – like it says.
20 **Armed to the Teeth** – incredible destructive power.

From Here Go to Table 864K

1d20 864:K Special Features (roll a d20)

1-6 None.
7-8 Computer (or device)-assisted navigation—this could be anything, just make it appropriate.
9 The vehicle carries 1d4 items from *Table 854B: Wondrous Devices.*
10-11 Large compartments or storage area.
12 Combination vehicle – Roll again on *Table 864A: Vehicles*, and combine the results.
13-14 Special Defenses – the defenses are better than those found on similar vehicles.
15 Innovative "drive train" - uses half the fuel energy, and lasts twice as long.
16-17 Hidden compartments – only character knows them all
18 Engineering miracle – vehicle is easily disassembled, making it easy to hide. Repairs take half as long.
19-20 Roll twice more on this table.

From Here Go to Table 864L

1d20 864L: Liabilities (roll a d20)

1-5 None.
6-8 Foreign design. Vehicle is unfamiliar to the character.
9 Defective "drive train" – until fixed, will operate at only half the normal speed.
10-11 Almost no cargo space - half the normal.
12 Unfinished. It needs another eight hours in the factory.
13-14 Recognizable – An obvious vehicle, known by MANY.
15 Inefficient "drive train" – takes twice the fuel/energy of similar models.
16-17 Customized – uses non-standard parts. Repairs cost 1d100% more than normal.
18 **GM Only:** See #864 on *Table 965: GM's Specials.*
19-20 Roll twice more on this table.

1d20 864M: Type (roll a d20)

For each result on this table, go back to the vehicle table that sent you here and roll again to determine the vehicle's nature.

1-4 **Advanced Prototype** – Vehicle is 2d3 years ahead of it's time. For each successive time this is selected, add another 2d3 years and give the vehicle one item from *Table 854B: Wondrous Devices.*

5-12 **Classic** — Considered a classic by those who know. The vehicle's value is d4+1 times the standard for a vehicle in its condition. A value roll is allowed every time "classic" is selected, and the value multiplier is cumulative.

13-19 **Luxury** – Vehicle simply exudes money, and is one of the finest in its class. The vehicle's value is d6+4 times the standard for a vehicle in its condition. Every time that "luxury" is selected, up the value by another 1d4 increments.

20 Roll twice more on this table.

From Here — Return to the Table that sent you here . . .

965:

GM's Specials

Use only if directed here by another table

For use by Game Master's Only!
Players stop reading NOW!

Instructions: The numbers before the entries below correspond to the table that instructed you to come here. Read only that entry and then return to the table that sent you here. Be honest or you may spoil a later surprise for yourself.

104B: All the character's siblings are unknown to the orphaned character — as are his actual birth order, place of birth and time of birth. The GM should roll these separately. Roll a d4 on the subtable below for further information.

1 The character's parents are not dead and still seek hm.
2 The character's starting money is the remnants of a trust fund started by his parents.
3 Character will have 1d4 companions of a similar age who are like family to him. Select themon *Table 750: Companions.*
4 Roll twice more on this subtable, rerolling duplicates.

104D: Assume that the relative was previously unknown to the character, like a long-lost brother or cousin, or that maybe he could not exist unless a fluke or flaw existed in time or the nature of the universe, such as an ancestor or descendant.

106B: Character was part of siamese twins, though since separated, they are more effective together (touching) than when apart.

106C. Character was switched at birth by a kind doctor—his or her real family is very dark, mysterious, and evil ... and they are still looking for the character.

107A: The NPC's money comes from someplace otherthan a normal occupation or social position. Roll a d6 on the subtable below to determine where the money comes from.

1 NPC has an adventurer's hoard of gold and treasure.
2 NPC is secretly a criminal. Income comes from crime.
3 NPC's money comes from a secret inheritance.
4 NPC discovered a lost treasure and loots it as needed.
5 NPC recieves money from investments.
6 NPC manipulates credit accounts with computers.

208 A/B: Roll for Hi/Lo:

On a Hi result, the character is an heir to a fortune that would advance his Social Status 1d3 levels. Relatives who would stand to profit from his disappearance don't want him to come back.

On a Lo result, the character is heir to a special piece of property. Select it under entry 14 of *Table 853: Gifts & Legacies.*

211: Years later, the character gets a letter in the mail. Apparently the person whom she helped was an incredibly wealthy eccentric who has died and left a fortune to the character, equal to 1d100 x 10 times the character's base starting money. Then go to *Table 539: Death of a Loved One* and follow instructions there.

523: The unquiet spirit cannot rest until one of the following conditions is met:

Continued ... ☞

1 It has drained the life from 1d100 people.
2 An ancient wrong is righted.
3 It is destroyed by magic or weird science.
4 It's undecayed body is properly interred. Right now, its in a famous museum, on exhibit as a curiosity.
5 It is a guardian or sentinel spirit. It seeks either a willing replacement soul to perform its task or an end to the need for its protection. What it guards against will be fairly awesome in itself.
6 It is an ancient horror, entombed long ago by a prehistoric shaman. It is just now stirring to wakefulness and world conquest.

526: The items were stolen from an ancient treasure trove. Go to entry 853 for the source of the treasure. Secretly put a 5 point penalty on all the character's actions so long as he possesses these items. Make it very hard for the character to get rid of them.

536: The box contains an item from *Table 853: Gifts and Legacies.* Who the woman refers to as "them" and why the object is important is a mystery that you can develop into an adventure. "They" might be evil cultists trying to retrieve an artifact, hired assassins sent to retrieve a valuable heirloom, or inhuman monsters bent on conquering the world. The woman could be a Noble, an adventurer, or just a luckless officer worker, in the wrong place at the wrong time

537: The crystal also awakens a "Wild Talent" in the character that only comes into being under times of stress. Select this talent on *Table 860: Psychic Powers.*

642A: This character has a 50% chance to have latent supernatural powers. Such powers may come to the fore later in life or if the character is exposed to some intense supernatural event.

642B: This character has a natural immunity to magic. This is a +4 bonus to all attempts to use magical or supernatural force on him or her. Conversely, this is a -4 penalty to any attempts to use supernatural forces.

745: The characterwas the result of a genetic breeding experiment and was born without a recognized mother or father. He has been raised by 1d6 now-elderly research scientists who consider him to be their "child." Select 1d3 abilities taken from *Table 858: Exotic Features,* but do not inform the character of these abilities until such time as he might accidentally discover their existence.

750A: The Companion is really a supernatural being in the guise of a mortal (possibly an angel, demon, spirit, or ancient "god"). If this is ever discovered, the Companion departs, leaving the character with a parting gift from *Table 853: Gifts & Legacies.*

750B/751: The Companion/Rival (presumed to be of the opposite sex) is secretly in love with the character. He or she will not reveal the affection for the character, since he or she feels that the character will probably reject itr.

853: Roll a d10 on the subtable below to determine what type of ancient culture produced the item or sculpture. The GM may have to further define the result.

1 Egyptian
2 American
3 Grecian
4 Roman
5 African
6 Australian
7 Central American
8 Early Christian
9 European
10 Middle Eastern
11 Far Eastern
12 Pacific Island
13 Unknown
14 Indian (India)
15 A alien culture
16 An inhuman culture
17 Incan
18 Mayan
19 Sculpture is cursed. Reroll.
20 Sculpture is magical. Reroll.

854B: Reroll the device on *Table 854B: Wondrous Devices,* then roll a d10. If the d10 result is 1-4, give the device some form of fatal flaw, possibly a deadly side-effect, or a built in predisposition towards failure at the worst time. If the d10 result is 6-10, keep the powers of the machine secret, a mystery for the character to solve.

864: The vehicle is stolen. Assume that the law is looking for this one. Use Table 743: Others to select the vehicle's previous owner.

From Here — Return to the Table that sent you here . . .

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d20 524A: Espionage Events (roll a d20)

1 Character discovers that his parents are deep-cover moles for a spy agency. Consult *Table 524B: Agency types.*

2 Character discovers that a relative is an active espionage agent. Consult both *Table 104D: Other Relations* for the relative, and *Table 524B: Agency types.*

3 Character is mistaken for a spy. Consult *Table 524B: Agency Types.*

4 Character's ancestor was a spy for an early espionage organization. Consult *Table 853: Gifts and Legacies* for the distinctive heirloom she recieves.

5 While in the military, the character serves in Military Intelligence. Find the events on *Table 527: Military Experience.*

6-8 Character is taken as a hostage in a crime-related event. Roll for Hi/Lo. Consult *Table 862: Crimes.*

9 Character is pressed into service as a government espionage agent.

10-11 Character involved in a political or Terrorist Event. Roll for Hi/Lo. If Hi, consult *Table 524B: Terrorist Events.* If Lo, consult *Table 526D: Political Events.*

12 Character is sponsored by a mysterious patron. She soon discovers that the patron is grooming her for espionage work. See *Table 535: In the Service of ...*

This book contains everything you need (except dice) to create detailed character histories and includes guidelines and rule materials to accomodate any and all contemporary roleplaying game systems.

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